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04

REVIEWED: SKID MARKS II, SUPERLOOPZ & EXTRACTORS

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PRIMAL RAGE KILLER INSTINCT

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SAMURAI SHODOWN II Virtua Fighter 2

UNSTOPPABLE!
Over
games
reviewed
and rated

50

ISSUE 11 ■ £2.50 ■ MAY 1995

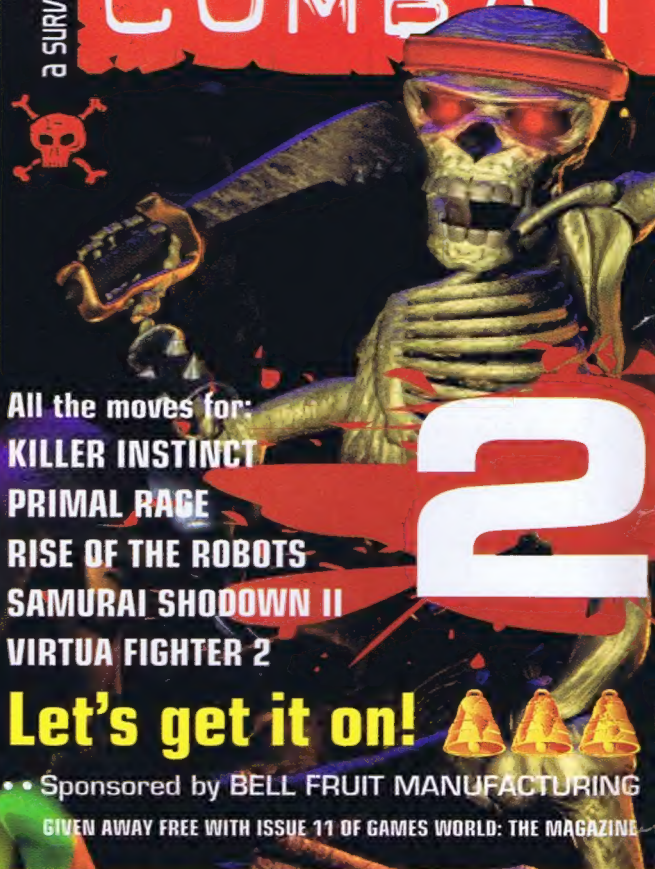


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a SURVIVOR'S GUIDE TO



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GAMES WORLD MAGAZINE

If you can't get enough gore, guts, blood, fatalities, special moves, killer combo's, cyber slashes, fireballs, spinning kicks, dragon punches and tail swipes. If you crave buckets of exploding, stomach-churning, 'wish I hadn't just had my dinner' action. Then obviously you are a reader of discernment and taste and ought to buy the amazing **COMBAT SPECIAL** issue of Games World: The Magazine. Oh, it's got bigger reviews, more game news and a whole new look too!

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Games World: The Magazine is available on the last Thursday of every month, priced £2.50. It is produced by the utterly brilliant Paragon Publishing Ltd (01202 299900) and distributed by Seymour International Press (081 679 1899).

So we're getting the conversion of the film of the video game *Super Street Fighter II*, eh! If only I didn't get the feeling it was simply an exercise to squeeze the last drops out of the hype machine which is set to go all out once more when the film finally gets launched. What am I talking about? Well, if the CD32 version is programmed to its potential it should be as near as damn-it identical to the arcade machine. After all the SNES conversion was a dead-ringer. Such burning questions as : will they cater for the six button pad, will they just port a standard Amiga conversion across to the AGA machines with a few token extra colours which really make no difference to the game anyway?! I don't mean to sound cynical, but would we, or PC owners for that matter, have got the game if it wasn't for the film? I don't think so! And what next — a conversion of the film of the game perhaps? A scrolling platform beat-'em-up with backdrops loosely based on action sequences from the movie as is the standard for film conversions these days. Don't get me wrong. I'm not dead against licenses but I do think they're being somewhat overdone. In days past it was only the mega-movies which came to the home computer systems, but these days it seems anything with a bit of action is snapped up by somebody or other. In fact companies seem so preoccupied by acquiring licenses that the actual game seems like an afterthought. That's why all these tie-ins are so samey. This in turn can be held responsible for the lack of really original games appearing. Admittedly this is largely a console phenomenon and doesn't affect us too much, but surely innovations on other systems will lead to innovation on our own.

Sorry about the whingeing tone but I've just found out that the ATR demo we were going to bring you this month has gone AWOL with the programmer. Never mind, you'll just have to wait until next month to get your hands on it, but that's why I'm in a bad mood. Ahem — best get on with the mag before I destroy the pleasant atmosphere of a new issue completely.

See ya!

☐ Miles Guttery



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CD instructions.....06

And what a CD we have for you this month! There's two fine new demos from Audiogenic and Grandslam, PD games, shareware, and all are available at the touch of a button and these are the pages to find out exactly what's what.

news.....10

There's are fighting flavour to the summer line-up including a biggy from US Gold!

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They're big, they're bad and they're not quite finished, which is why we're only previewing them. Got it?

features.....16

Lost Eden: In depth WIP on the dino-spectacular to put *Jurassic Park* to shame. CD Vision: We interview the men behind the latest and greatest FMV venture on the CD32. Speris Legacy: New RPG



reviews.....26

Okay, okay! We know there's only four reviews so there's no need to write in and tell us. Just think about the scores. There's a 93, a 90 an 88 and and 82. What that means is that each and every one is worth adding to your collection so don't moan — go and buy 'em.

SKID MARKS 2	26	34	SUPER LEAGUE
EXTRACTORS	30		MANAGER
		40	SUPERLOOPZ



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No-one wants to be without CD32 Gamer. It's the cheapest and most useful CD32 peripheral on the market, so to avoid disappointment why not subscribe? Not only will you save money, but you'll not risk missing a single, spell-binding issue!

playing tips.....44

The big news this month is the much-touted return of the mini-tips section after several months of absence. The usual features and players guides are still there though, with *PGA Euro Tour* and *Dragonstone* given the treatment, plus many more!

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This is your page where you get to say what you want on the state of the mag, the industry or whatever. It also allows Miles to heap abuse on anyone unlucky who decides to give us any grief. It's not that he can't take criticism . . . well, actually it is!

mail order.....60

The place to go for all things CD32. Games, controllers, whatever you want, it can be yours at an affordable price in ACG's very own mini-mart. And it's all strictly no questions asked, know what I mean?

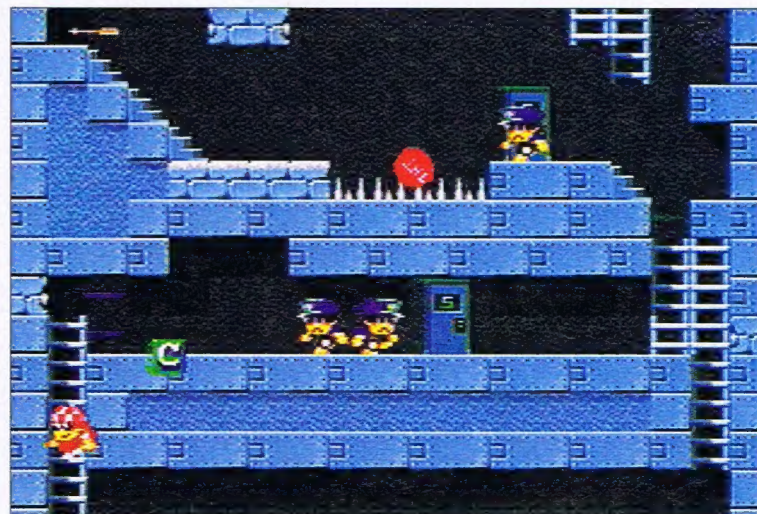
A-Z.....62

The CD32 owners handbook. Every CD32 game reviewed in these pages since issue one is included, together with that all-important rating. If in doubt, this is where to check it out!



WARNING THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (now!). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.

Base Jumpers



What do you get if you cross a wacky and zany, bouncing platform game with Sky diving? Well, the answer is an even wackier game, *Base Jumpers*! This latest offering from Grandslam is already out on the A500 and A1200 and will shortly be released on the CD32.

Base Jumpers is basically a platform game, but with lots of twists and loads of crazy action. You start at the bottom of a building and must get the 'Base Jumper' to the top, so he can jump off. Getting to the top is not as easy as it sounds, though, there's no lift or stairs in these buildings.

In any attempt to get to the top you must overcome all sorts of obstacles, such as bombs, arrows and plenty of bad guys. To make things even harder, you are racing against other sky-divers, all wanting to get to the top first, so speed is of the essence.

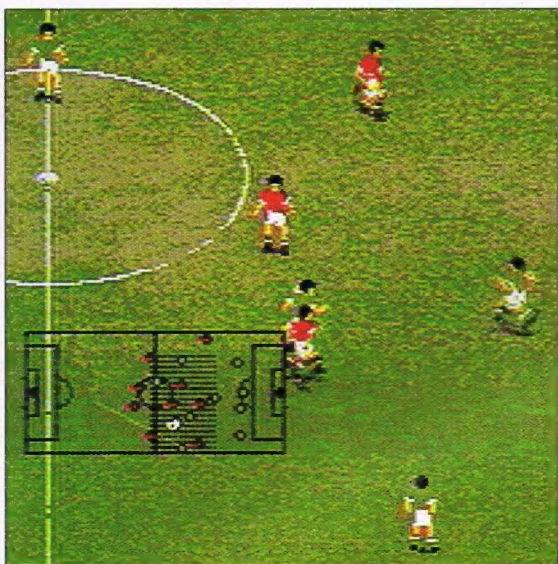
If you do manage to make it to the top, then the fun really kicks off as you hurl yourself over the edge and start your sky-dive. Again speed is all important, what with

three other sky divers racing you to the bottom. Usually, the one who opens their parachute last will win, but be careful, wait too long and you'll have one hell of a messy pavement!

This playable demo features one complete building and that's more than enough to get you hooked on one of the most fun and original games this year. With its release not too far away now we should have a full review in the next issue.



Super League Manager



AMIGA CD32

Last minute
addition!
Playable
Demo of
Whizz!

GAMER

COVER DISC • II

At last - a footy management sim on the CD32! It's been a long time coming, but looks well worth the wait. This fully playable demo allows you to enjoy six weeks of a season at Folkford, one of the fictional teams in the Super League.

As a Super League Manager you must carefully plan your teams weekly work out, judge the players performances and if they're good enough, put them in the squad. As well as this you must keep an eye on your plummeting finances, scout around for that missing link in your team and even water your plants!

You can check out our review later in the mag, but if you're too damn impatient then slam that CD in the machine and enjoy a feast of footy that makes *Match of the Day* look like a kiddies knock-about in the park.



contents

Super League Manager Base Jumpers

///
PD games

///
SHAREWARE

///
DEMOS

Disc mastered by Multi Media Machine

faulty discs

If you have any problems with your disc, please contact:
CD32 Gamer Discs,
Paragon Publishing, Durham House,
124 Old Christchurch Road, Bournemouth,
Dorset BH1 1NF

Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. Multi Media Machine can be contacted direct on 01204 387410 and are always interested in new material.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler.

PLUS... PD etc...

DEMOS

Ah, more of thos bizarrely titled demos, including the delicious *Amy-does-Schwab*, *Amy-vs-Walker* and, er, *Morphy* which may sound like a weird Irish drink, but it is, in fact, not.

Amy does Schwab
Amy-jogs
Amy-vs-Walker
Mars-Puppies
Morphy
Pogo
Skydive
Stealth-bomber
Swiss F-16
Unsporting
Wolf10

PD...

Ah, the joys of public domain! Actually, there's some great stuff lurking about out there, and here's a little taster...

Alien Genocide
Number Fumbler
Roboudlix
Soccer
Space Raiders

SHAREWARE

As with the PD bits and bibs, there's some great programs out there if you look hard enough. Enjoy what's here and, remember, if you like what you see, you could always check out Multimedia's collection of disks on PD and Shareware.

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THE FIGHT GOES ON

For years it's been common for big movies to be turned into computer games, right from the humble beginnings of David Crane's *Ghostbusters* to the stunning film conversions of today. However, with the games market now established as the world's number one form of entertainment we're starting to see a reverse of the trend. Hollywood bosses are jumping on the band wagon with big name software releases being turned into multi-million dollar box office smashes. Last year the *Super Mario Bros* were brought to life on the big screen with Bob Hoskins playing the moustache-sporting plumber. Set for release in the not too distant future is a cinematic interpretation of the gut-wrenching beat-'em-up *Mortal Kombat II*, but perhaps the biggest of all is *Street Fighter : The Movie*. The movie goes nationwide on 19 May with a star-studded cast to bring the characters to life. Among others will be Jean Claude Van Damme as Ryu, petite Kylie Minogue as the pig-tailed Cammy and Dolph Lundgren as muscle-bound squaddie Guile. The plot's got something to do with the street fighters out to destroy the evil Bison, we're not exactly sure yet. So why are we bringing this up? To tie-in with the release US Gold and Gametek have obtained the rights to convert the most recent version of the game onto a series of new formats. Up until now *Super Street Fighter II* has only been available on the Super NES but PC, CD-ROM, Amiga and, that's right, CD32 versions are under development to coincide with the movie promotion.

You heard it correctly, folks! The most successful game of all time is finally coming to our fave CD machine with all the hype and bravado it deserves.

If you've never played any of the *Street Fighter II* series you must have been living in small atoll off the coast of Nigeria for the last five years. If this is a case, here's a brief resumé.

The original *Street Fighter* was just another run of the mill arcade beat-'em-up like any other. It was converted to various computer formats to a resoundingly passé reception from the media and no-one gave it a second thought. The sequel however amazed players with its huge sprites, gorgeous backdrops and, best of all, those amazing special moves.

The real hype began though when Nintendo took the game to become the flagship title for the SNES. A huge poster, media and TV ad campaign rammed the *SFII/SNES* package down everyone's throats but finally here was a game worth the adulation. Since then the game's undergone a few face-lifts. Turbo and Championship editions added tweaks to the gameplay as well as allowing the player to take control of the four boss characters (you could only choose from the eight main characters in the original version). *Super Street Fighter II* throws another four characters into the mix. Guile, Ken, Ryu, Chun Li, Honda, Bison, Zangief, Balrog, Vega, Dhalsim, Sagat and Blanka are joined by T. Hawk the giant Red Indian, Cammy the pretty blonde with a mean flying kick, Dee Jay the Jamaican dancer and Fei Long the Japanese martial artist.

How the conversion of the film of the game pans out is yet to be seen. Let's just hope it's a bit better than Amiga *Street Fighter 2* which was, not to put too fine a point on it, crap. More info as we get it!



DOUBLE TROUBLE

In a ironic spot of timing, Krisalis have announced the imminence of their next Manchester United game. Entitled *Manchester United: The Double*, the news comes just as the mighty Reds seem to have relinquished any realistic challenge for such an honour for a record-breaking second season running. Yep, it looks like Kenny's boys have got the measure of United this time around, but still, fans can try to do

what Alex Ferguson looks like failing to achieve with the next game of the team. Though there are no firm details yet it seems likely that it'll follow

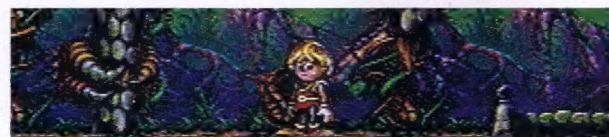
in the same vein as it's predecessor, *Man Utd Premier League Champions*, with a combination of management and arcade action. We'll try to get hold of a some more info for full preview next issue. What's the betting the swines'll still win the League by the time we're out now then? The CD32 Gamer curse strikes again!



CD32 CHARTS

There's a definite Psygnosis theme to the charts this month, with no less than three titles in the top five. The surprise is that there's no sign of anything from Team 17, yet they seem to have been working on overdrive in recent months. Strange that Microcosm is still hanging around up there after all this time, but *Theme Park*'s a worthy number one!

- | | |
|-----------------------|-------------|
| 1. THEME PARK | (Bullfrog) |
| 2. MICROCOSM | (Psygnosis) |
| 3. LEMMINGS | (Psygnosis) |
| 4. RISE OF THE ROBOTS | (Mirage) |
| 5. FLINK | (Psygnosis) |



GAMETEK GET BRUTAL

Gametek have not been deterred by the over crowded market of beat-em-ups, and have taken a new approach for their fighting game, *Brutal*, with the aim of finding a new niche in this competitive field. Firstly the characters are quite cute looking, but that has been done before with *ClayFighters* etc. The moves are really impressive, but that's also been done; however none of these games have had everything plus a little bit more.

What's that little bit more, I hear you ask? Firstly, when you start fighting, you only have a restricted amount of moves. After winning a fight you are given another one, so as you get better, there becomes more variety and scope as to what you can do. This may not sound awe inspiring, but for some reason when you start playing the game, it just doesn't feel like another fisty-cuffs game.

Brutal leans more towards Karate anyway, but with fists flying and legs splaying you can't really tell the difference. The real essence of the game is that the moves are precise and the controls are excellent, and graphically it has a really neat look. With a wealth of backdrops and a cast of characters that are about as diverse as you will get, *Brutal* does offer something quite new, if not exactly original. With animations galore and a great rabble rousing soundtrack, you will soon be bopping away with



both your head and feet as you defeat another baddie.

Animal power rules this game and masters drawn from all four corners of the globe are ready for a good fight. Watch your back, though, as some of the cast have some splendid moves. Ivan Bear, for instance, has the fighting style of a Siberian railway freight car and looks like one too. He's a dire opponent, but what he lacks in finesse, he makes up for with ferocity. Kendo Coyote loves his food, and with too many fools for friends he has lost his edge, but he's still a tricky opponent. One of the hardest foes is Foxy Roxy; her moves are as subtle as shifting sand and as soundless as one-hand clapping. Other characters include Kung Fu Bunny, Rhei Rat, Karate Croc, The Panther, Bunny and Prince the Lion.

Brutal really is just that - brutal, but there's dashes of humour in there as well. The game is actually something of a spoof on beat-em-ups, but a fun and violent one at that.

One of the best features *Brutal* offers is the chance for up to eight players to join in the action. With the choice of playing in teams or straight head-to-heads, *Brutal* should be one of the best multi-player fighting games around.

The competition is hot, especially with the impressive *Shadow Fighter* approaching its release date, but *Brutal* looks as good as any and should be well worth keeping an eye out for.



CD32 SNIPPETS

(M)MC MARIO...

The big news on the console front is that the Monopolies and Mergers commission have been brought in to investigate Sega and Nintendo concerning allegations over their pricing policy. Basically after years of ripping people off with the exorbitant cost of carts, the powers that be have finally decided to something about it. With the two Japanese giants insisting that anyone producing games for their system must have license, they can dictate everything from content to RRP.

This doesn't have any immediate significance to the CD32, but it does show how powerful the market is becoming, even now when we're supposed to be in the middle of a slump.

SEEDY TALKING

A recent Gallup poll has shown that CDs now make up a whopping fifth of the entire software market in the UK. Remarkable when you think how much promotion they don't get compared to the consoles. Admittedly a large proportion of that total is down to the rapidly growing PC CD-ROM but the CD32 is the second largest seller. Hopefully the upsurge will continue, adding momentum to CD32 game development. It also paves the way very nicely for the 'next generation' systems which have been popping up in fits and starts, but have yet to make real impact on the market.

HIGH SEAS WARFARE!

CD piracy is about to get a firm kick in the teeth courtesy of manufacturing companies Nimbus and DiskXpress. One of things that initially attracted companies to the prospect of CD software was the difficulty with which it could be counterfeited. However, in the last couple of years duplication equipment has become very affordable to the serious pirates. To combat this, official CDs are to be labelled with a unique hologram allowing retailers and consumers alike to tell a legal disk at a glance. The holograms are impossible to recreate without very expensive and specialised equipment, so expect to see them entering circulation over the coming months.

ON THE ROAD

Having already visited Glasgow in March, Ocean's Roadshow '95 is southward bound. You can catch it at the following places and please, please, make sure you get the right date. You'll look a bit of a donkey turning up a week late and besides, you won't know what you've missed.

Oxford - 26th April
Liverpool - 24th May
Birmingham - 24th August
Leeds - 27th September
Bristol - 25th October
and finally, Maidstone - 22nd November

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Previews

Final Over

In recent times the name Team 17 has become synonymous with great gameplay and reasonable prices. Titles such as *Tower Assault*, *Arcade Pool* and *King Pin* have all backed up their claim of "putting gameplay first", and now *Final Over* looks sure to do the same. This arcade cricket sim contains everything you'd expect from a company that is, without doubt, the leading light when it comes to fun and playable games.

Final Over is a one or two player game that incorporates all the finest qualities of this gentlemen's sport. From players who run, jump, catch, appeal, bat, bowl, cheat (just kidding, they've left that to the real players!) to dodgy umpires, this game really has it all.



Final Over also offers you the chance to take charge of your favourite county or national side, or, if you dream of leading your mates against the West Indians, you can even make up your own side.

The game offers loads of exciting features such as limited over matches, or one to five day series. It also incorporates a user-friendly control system, enabling a full range of bowling and batting techniques.

With each player having a whole list of characteristics, including batting, bowling, strength and speed and the choice of fielding positions, bowling attack and batting style, there's a fair bit of tactical challenge here. Although the game is fun and easy to play for beginners, it also has enough strategy and detail to satisfy the most ardent cricket supporter.

Some of you may think that cricket is more boring than watching paint dry, and sometimes I'd have to agree, but *Graham Gooch International Cricket* proved that

these games can be fun and with *Team 17*, the masters of making great games out of minority sports, at the helm, you can bet it'll be fantastic. I mean look at *King Pin*, who would have thought that a bowling sim could be so much fun!

With the cricket season fast approaching, the game's release has been well timed at around March/April, but *Team 17* are not alone in their



Preview

PUBLISHER: Team 17 ■ PRICE: £TBA
DEVELOPER: In-house ■ OUT: TBA

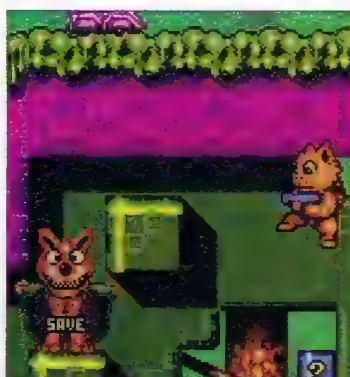
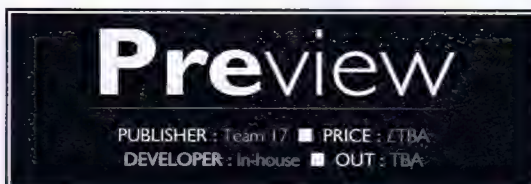
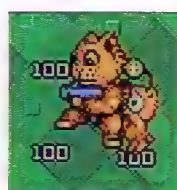
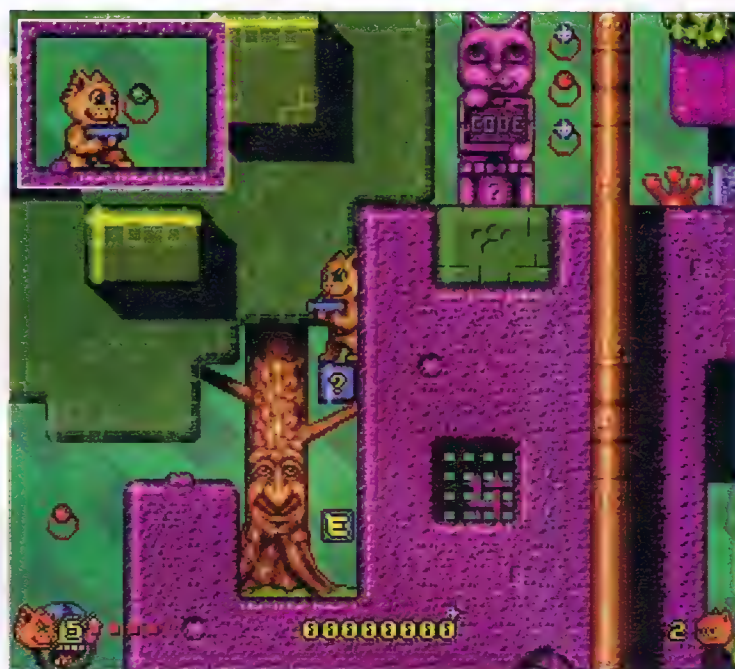
attempts to corner this market. *Grandslam* have also got a cricket game coming out soon, so watch out for the full reviews and see which comes out on top and which gets knocked for a six! ■ JE



Pussies Galore

Here pussy, pussy, pussy! Here pussy, pussy, pussy! Think what you will of this, but we're talking about cats. Lots of cats in fact, in Team 17's forthcoming release, *Pussies Galore*. Unfortunately, the game isn't quite finished yet, so a planned march release has been put back a month or two. The reason is not quite clear, but we've been assured there shouldn't be any more delays and we expect this amusing platform adventure to be of the same high standard we've come to expect from the lads in Lancashire.

We had a feature a while back, so we won't bore you with more text, instead here's a few more screen shots for you to enjoy. Feast your eyes and wait patiently for next month, when we'll hopefully have a full preview on the game that will raise more than a few eyebrows from the Mary Whitehouse clan! ■ JE



Baldy

Take the best elements of *Populous*, add the cartoon tom-foolery of *Mega-lo-Mania*. Blend subtly with the action of *Cannon Fodder* then remove all traces of bodily hair and hey presto - **Baldy**! Weeell, sort of. It's one of those games which defies description, but we'll give it a shot.



ou could be forgiven for thinking that at first glance *Baldy* looks remarkably like *The Settlers*. You may even think it draws parallels with *Cannon Fodder*, *Lemmings*, or even *Mega-lo-Mania*, but the only real comparison is that it could be one of the surprise hits of the year. From the moment you see the impressive stop frame intro you sense this is something special.

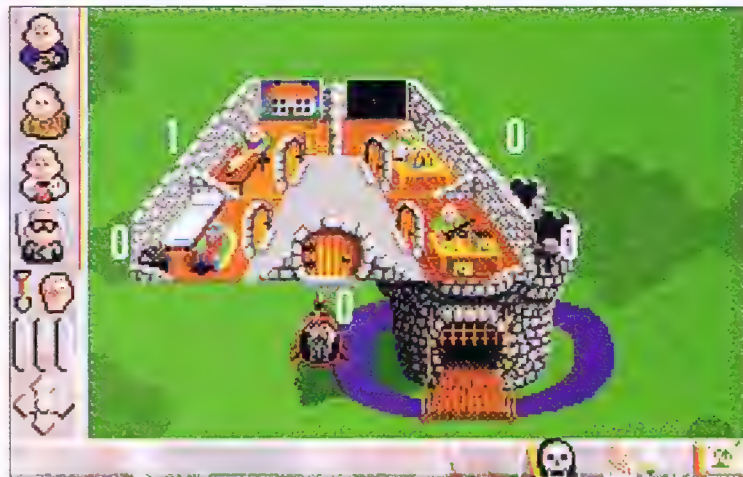
The game was written and developed by Creative Edge who've been around for some time now and the fact that *Baldy* is going to be converted to so many different formats means a lot of companies must have been impressed with their work.

Okay, the first thing I must tell you about *Baldy* is that it's so easy to play and allows the player to learn at a nice pace. Like all good games the first of the 100 levels are a cinch, but this is to get you familiar with the interface and what each of the four *Baldy* folk can do. It's a blend of strategy, action and, to a lesser degree, puzzles. The style of the game changes as you progress so at the start you may be requested to build four houses, easy, but nearer level fifty you may have to take out some of the other *Baldy* tribes, making it more action based.

During the game you must take on three other, computer generated *Baldy* tribes all with the same objective, to stop the other players winning the levels. The computer tribes are pretty smart and the artificial intelligence within the programme will constantly take account of how well you're faring and act accordingly. By viewing the enemy areas you can see how they are getting on too.



It's a Baldy bonanza at Castle Toupée this afternoon. There's loads of big-wigs here but not a single hair to the throne. There'll be hell toupée when the king hears about it!



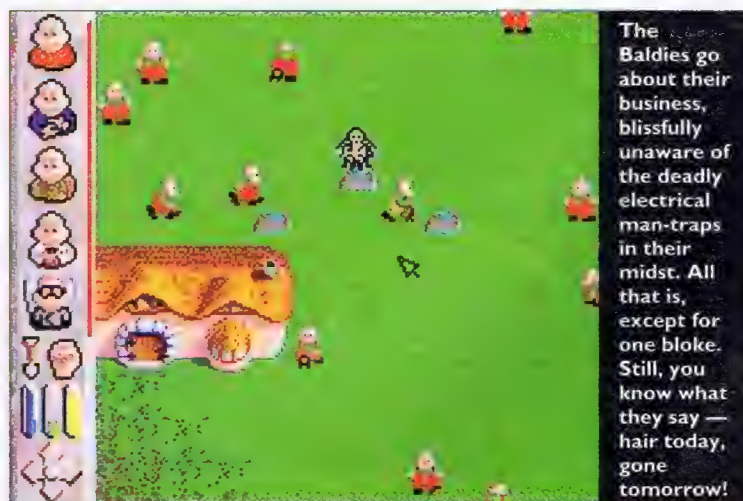
Like all ingenious games the ideas are simple but, once you start adding more ingredients, things become far more involved. The concept is very simple and once you've mastered all the basic principles you can dive straight in and enjoy the experience. Another factor, unlike *Settlers* where you have to come back after an hour or so to see how buildings and work have progressed, with *Baldy* you really need to keep a constant vigil on proceedings.

You have five different *Baldy* characters, depicted on the main panel display. Soldiers, builders, workers, scientists and breeders all have different roles within

your tribe. Soldiers will be able to patrol, look after the people and also attack the enemy. Builders, of course, build the houses. They also look after them so even after you have built them you need builders around to keep them in good condition. The workers do the general work around the whole landscape whilst scientists invent new objects to make life easier for the *Baldy* people. Breeders are exactly that. Put a couple of them in a house together and they'll happily produce more *Baldies*. You may think that breeding a large number of *Baldies* is the prime objective and in a way it is, but you need to defend,

build and invent at the same time so it's a case of balancing your resources.

On each level you are assigned a number of *Baldies*, and each level has different requirements. Each is a world in itself. For instance, in a marshy level you will find it hard to build a house without it sinking. Via the interface you have many default options, one of which is the map editor where you can turn grass to water and vice versa. This allows you to make a moat around your tribe, keeping them relatively safe and also preventing them from wandering off. As it's a race against the other players you may feel safe in an enclosed area, but this is where it can become interesting. You may well find yourself under attack from some flying helicopters complete with bombs. To achieve such advanced technology a series of tasks and devel-



The *Baldies* go about their business, blissfully unaware of the deadly electrical man-traps in their midst. All that is, except for one bloke. Still, you know what they say — hair today, gone tomorrow!

In an abortive attempt to break free from the confines of life as computer sprites, the baldies audition for a part in the next Halifax building society commercial. Not very good, is it?



opments have to be completed. First the scientists must invent a craft, and workers are required for this. Then a runway must be constructed and, of course, the bombs must be invented. All these requirements not only take up time, but also precious resources. To invent is fairly straight-forward. As the levels become increasingly more complex, the list of inventions will also increase. Workers need energy and if you work them too hard they will become less efficient, so you need to look after them. Special energy bars are displayed on screen. A high level means that you can execute a number of tasks, but when energy is low it means you have worked hard, been in battle, or generally wasted lots of resources.

There are literally hundreds of ways to fight or be killed. These can range from metal clamps to landmines, to even dropping people from the air. There are a few special powers as well, such as frazzling people with an electric bolt but these take a while to perform and also require a lot of energy. Now, you may be thinking ah, this sounds like *Cannon Fodder*, but this is not the case. You must constantly build and be breeding and inventing, so purely going out and fighting is not enough.

There are primarily two ways to play the game. One is through the Baldy function and the other is via the panel. If you do not have enough soldiers then you will not have enough ammo and you will be open to attack, but they can always use their fists! Each Baldy has their own energy so they will soon die if they take enough hits.

Another important aspect of the game clicking on the main icon of, say, the scientist and then going to the main screen and clicking on a Baldy — he will turn into a scientist. This means you can use your people how you want. Do you put the emphasis on inventing, attacking, or breeding? All these choices and more are yours to make in the world of the Baldies.

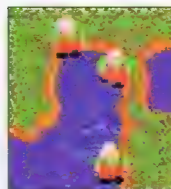
Everything in the game affects everything else so it's a question of ascertaining a fine balance of developing your own world and also ensuring no other neighbouring tribe gets too far ahead of you.

The point and click inter face is totally intuitive with some nifty options like being able to zoom in and out of the map. Status screens give details as to your well being, but a lot will be left to the player.

From Hell level to the North Pole to Egypt, the tasks will change constantly with loads of surprises in store.

This game could be a real biggy. The build up has just started so be prepared!

DDF



Preview

PUBLISHER: Gametech PRICE: £29.99
DEVELOPER: 5-house OUT: May



At home with the Baldies. The hairless ones are busy bunch of bees and never seem to rest for a minute. It's always best therefore to keep track of what they're up to.



Building houses for the Baldy people to live in is only half the job. Keeping them in good repair is important to keep people's spirits up.



All's still in the land of the Baldies, but where can everybody have gone? Maybe 'The Coneheads' came on the telly or something!

CD work in progress

Dino-mania still hasn't subsided and with the video release of *Jurassic Park* not a million months ago there's no sign of the situation changing. Virgin are set to continue the trend with an intriguing fantasy outing which pits humans and dinosaurs together against nature. Interested? Read on...

Formerly known as *Saurus*, this is probably one of Cryo's most adventurous and exciting projects to date. Both the PC and the CD32 versions look absolutely stunning, and, would you believe, the Amiga version actually looks better than the PC. This is not a biased opinion, I can assure you, but a simple fact regarding pixelation (yes, a new world enters the computer bible!). Whereas on the PC you can actually see each individual pixel, on the Amiga you have a higher resolution so therefore the pixels are smaller. The Amiga version is written by Rosan Desirabel, whose previous titles include *Othello* for Ubisoft.

It's been well documented that clay animations and models have been used to design the many prehistoric creatures in the game, but this process was started in the very early stages and then dropped.

From the moment you first catch a glimpse of *Lost Eden*, the panoramic views of the landscape, the roving prehistoric creatures, you're quickly immersed in a game which does more for the dinosaur age than *Jurassic Park*. It was actually in development before Spielberg's dino-epic so neither Cryo or Virgin can be accused of jumping on the bandwagon for a few easy bucks. Anyway, it's time to get the man in the know - Cryo's Remi Herbulot - on the air!

SOUND AND VISION

"What we would like to have in the CD32 version is an enhanced 16-bit sound. We shall digitise all the sound on the Amiga which will give it better quality than the PC. We've digitised in 8, 12 and 16-bit formats and all the relevant machines will be used. Due to space restrictions we may end up using 12-bit on the Amiga but we'll have to wait and see. One thing's for sure — both versions will look almost identical. We've used programs like 3D Studio, specially hand-painted pictures that were then scanned and also some specially-made models. Stop frame animation was used so we got all the movements correct. Rendering and other graphical techniques have been used to make this the most stunning visual experience to date. We've stuck to using large, full-screen characters as you saw in *Dune* and the narrator for the programme is Etol — a pterodactyl who passes on information throughout the game."

SCENARIO

"Think of a world where men and dinosaurs co-exist and converse. Here the bad guys are not humans at all, but a small section of the dinosaur race.



You assume the role of Adam in another time and another dimension. You're adopted by a local peasant, and later find out that your father was once the leader of the world before a great battle with the dragons. By the end of the game you must prove that you really are the son of this great leader. It's a kind of adventure with loads of objects to use, magic, swords and battles.

It appears that the dinosaurs have evolved and some of the races can speak and converse with you, as you're taken on an epic adventure spanning four continents. The idea is to get both the various human tribes you meet and the dinosaurs working together. You'll meet many interesting characters throughout the journey who will give you clues and objects essential for progress.

The way we've set out the game is that there's a story within a story. The most important object is a cube. I won't divulge why at this point, but all will become clear at the end!"

AND TO CONCLUDE ...

"The story itself is my own, though we knew that *Jurassic Park* was going to be big. Virgin were originally going to adapt a book, but I didn't like the general scenario or the fact that there were no real dinosaurs. Phillip Ulrich, who wrote *Captain Blood*, wrote the main core of the story for *Lost Eden* and I padded it out. We didn't do very much research on the actual dinosaurs themselves; in the main we just grabbed books and pictures from the library. What we have tried to create with *Lost Eden* is a game with a strong story, an experience, a step towards interactive stories.

What I would like for the player to experience from *Eden* is the same kind of feeling as they would get from a movie. It's not a big game, but we feel we've created the right mood for the player to become immersed in the game's environment. With the use of specially rendered graphics and many different views we hope to create a life-like world. In a way it's a derivative of *Dune*, but we tried to get a better balance between the story and the strategy. Here the strategy aspect is a little lighter so that more players can get into the game. Personally I really like this kind of game with its charm and depth, and this is the way Cryo are moving."

DDF



Lost

Eden

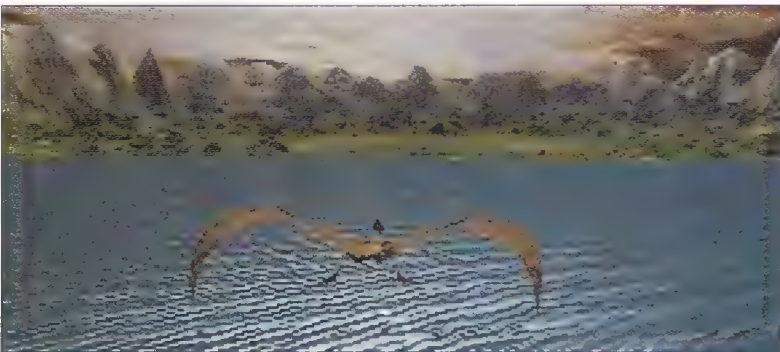


And here the lovely Naomi models deep blues, a sure-fire hit this summer. She's also wearing a wonderful double pronged beard. Very striking, don't you agree?

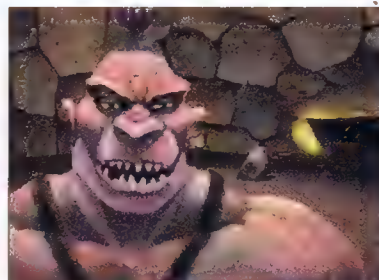


Preview

PUBLISHER : Virgin PRICE : £ TBA
DEVELOPER : Coyo OUT : May



It's strange, yet seeing pictures of dinosaurs carting building materials around doesn't seem particularly weird. What an odd world we live in!



Above : The dinosaur graveyard reflects famine, death and extinction.
Right : Man reclining on branch reflects boredom, laziness and a bone-idle existence.



A new publishing and distribution company has entered the rapidly growing market of International multi-media. CD Vision are quite special in that they're a subsidiary of Video International and are also part of Television Enterprise and Asset management. The company was founded to take strategic investments in leading independent media production and distribution.

Their list of releases throughout the next 12 months makes for impressive reading. Having set up distribution channels across Europe it looks like CD Vision could set themselves up as one of the biggest multi media/entertainment/education companies around. Not only have they a huge collection of titles ready for release, but the sheer diversity will ensure they cater for all markets. Another factor is the price of the CDs, which range from a mere nine pounds to double that price - which is still cheap for top titles. Films that can be played on any system with a digital card, plus a few selected titles for the PC only, gives the company added appeal. From *Popeye* (cartoon) to *Penn and Teller* (comedy) to *Louis Armstrong* (Jazz) to *The War Years* (Documentary chronicling events such as the attack on Pearl Harbour) to *Eat and Slim* (Lifestyles) — the list is endless. Although most of these video CDs will be in English, a few will be subtitled, but with English now being the common language with computer-related material and the advent of satellite TV, this will not cut down on the European appeal of the releases. In fact most major distributors are already clamouring to get local distribution.

NIGEL WOODS, MD Interviewed

WHAT WERE THE PRIME OBJECTIVES FOR SETTING UP CD VISION?

There's two main objectives, one is for the CD ROM and the second for the Video CD. On CD ROM the objective is to develop and publish the group's assets, and these include Rowan Atkinson/Tiger (*Black Adder*), the producers of *Morse* and the largest Television distributors in the world, RPTA Primetime, who have 6000 hours of TV. Our first objective is to look at this and produce CD ROM. The second is to actively acquire projects. On the Video CD side, we intend to publish a range of CDs covering a wide range of tastes to cater for all ages and sexes. Our first launch will be four video CDs starting at £9.99 and 5 CD ROM videos, 2 of which use a sister company's assets. We are looking a year in advance, and you will note that already in the first few months there are 40 video products ready for launch and 5 interactive CD ROMS!

A TWO-FOLD QUESTION; ARE YOU LOOKING TOWARDS THE EUROPEAN AND WORLD WIDE MARKET WITH YOUR PRODUCTS, AND INITIALLY DO YOU FEEL THAT THERE'S A LARGE ENOUGH USER BASE TO JUSTIFY SO MANY RELEASES IN THE UK?

On the CD ROM side, our products and the ones we are have taken on reflect an International flavour, particularly for the United States where there are potentially 10 million home users with CD ROM players. In terms of the UK, it's a small market but it will grow. On the Video CD side that's a difficult one. Primarily we are relying on Phillips with their CDI machine with DVC cards and the likes of Toshiba and Panasonic to make some degree of market penetration. At the end of the day, through one supply or another, we believe that the world market will be approximately one million players by Mid '95.

LOOKING TOWARDS EUROPE, WILL YOU CATER FOR SPECIFIC TERRITORIES OR TRY TO MAKE YOUR PRODUCTS GLOBAL (LIKE OBTAINING FRENCH/GERMAN FILMS) ADDING SUB-TITLES OR EVEN ENSURING THE MULTI-MEDIA PRODUCTS ARE MULTI LINGUAL?

The multi media CD ROM titles will be multi-lingual and we shall work with major distributors in France, Germany and across Europe to supply specific language versions for those territories. We shall target countries where the market will allow.

As for Video CD, we are publishing mainly for the domestic market but some of the American and UK TV titles will have great appeal in the European market. Music titles are global and they spin off well into European markets.

We are working with one of the largest French video distributors, with a view to putting them into the market at a low cost, but it's really early days. Although, in some cases, we shall not be directly publishing all the titles. For instance in France we shall set things up so another distributor does it, but we'll be using all our in-house technologies and encoding facilities.

WILL WE SEE ANY INTERACTIVE GAMES COMING FROM CD VISION?

We are currently not into gameplay. *Vegas Girls* is effectively an interactive game that fits our criteria - its roulette, strip poker, backgammon etc. Gameplay, but not the traditional CD ROM as you know it.

WILL YOU BE BUYING IN READY-PACKAGED PROGRAMMES FOR EUROPE?

The problem is that a lot of our catalogue, as a video publisher, is domestic, whereas for CD ROM our catalogue is international. So on Video CD we are very good at domestic programming, and we shall convert that to video, and whenever we launch a Video we

shall launch a Video CD at the same time. At present we are building from the source material we have in the United Kingdom, but things could change by this time next year.

YOU HAVE A VAST WEALTH OF CONTACTS AND CONNECTIONS FOR OBTAINING MATERIAL. WHAT IS THE CRITERIA FOR OBTAINING AND PLACING IT ONTO COMPUTER?

The criteria is whether someone will want to watch it or use it more than once, therefore does it have repeat viewing ability? Is there a reason to use it other than buying the book or watching the video? Lastly can we make it into an entertaining experience other than an electronic book? If it falls into any of these categories then we take a further look. On Video CD's the acquisition cost of buying rights outweighs the potential revenues in the short term.

DO YOU HAVE YOUR OWN DEVELOPMENT TEAM TO WORK ON THE PROGRAMMING SIDE?

We use one in-house development team of six people and one commissioned development team, which varies between three and eleven people depending on the work load.

"On Video CD's the acquisition cost of buying rights outweighs the potential revenues in the short term"

The holding company, Video International, has a marketing production staff of 12 people. There's also a programming staff on CD Vision of 8 people and on top of that there's people like editors etc who we take on for a limited period.

The outside development team that have produced the Bolshoi Ballet programme and the CIA are a large company. We tend to utilise lots of outside people, depending on what the requirements are and this applies even for distribution.

WHAT ARE YOUR THOUGHTS ON THE CURRENT CROP OF VIDEOS AND MULTI-MEDIA PROGRAMMES, AND HAVE YOU APPROACHED THE SUBJECT MATERIAL AND PRESENTATION IN A DIFFERENT WAY?

To answer the second part first, we have approached the CD ROM market from an entertainment perspective, as opposed to a publishing or a computer perspective. We see the CD ROM as an entertainment product with an entertainment screen - like a television set as opposed to a PC with SVGA monitor. All the computer commands have been taken out of our products - the classic Microsoft commands that you would see in a lot of products aren't there. We use our own graphics and icons, plus our own unique interface so that when you look at the products it's more like an interactive television experience.

Regarding the current crops of videos and multi-media, it's hard to comment. Some are stunning, others are appalling! Yes, there is a lot out there, but we believe that the only thing that will win through are programmes with good graphics, with the use of true interaction and good video footage. I don't think there is a lot fulfilling that criteria. There are a lot of electronic books and words with still pictures, which we do not feel is right!

PEOPLE HAVE COMMENTED ON THE VISUAL QUALITY OF YOUR PRODUCTS BEING EXCELLENT. CAN YOU TELL US WHY THIS IS?

Yes, that true. Who told you that . . . Commodore?

Well, Phillips have also said the same thing. That's a really difficult question to answer. We are talking about MPEG encoding now. One thing I will say is that real time MPEG encoding is never as good as frame by frame encoding. Everything we do is real time encoding, so there will be a difference between no real time and real time. We believe we are at the cutting end of real time MPEG encoding and have to say it is not perfect as a system, so everything you see is NEVER perfect, but then nothing ever is. We believe we are possibly the best around at the moment, using the technology we have got. We are video and television people and NOT computer people, and we use a lot of TV techniques in editing, formatting and encoding and perhaps other computer companies have not used and that possibly is why our expertise and quality is better than what computer people are used to seeing. Of the 40 plus Videos we are launching, I would say some are good, some are absolutely brilliant, but some are only average. The problem with MPEG is that you will never get fast panning shots from bad source material using VHS.

CD reviews

So you've read what the makers have to say. Now our much travelled reporter Derek Dela Fuente takes a look at some of the great titles on offer from CD Vision. Whether it's humour, action, music or documentaries that you're after, there's almost certainly something in the collection to satisfy your cravings. Right, over to you then, Derek!

SACHMO CD Vision

There are few people in this country - or indeed throughout the world - who will not recognise that name. Louis Armstrong embodied twentieth-century American culture. He revolutionised the world of music and became one of the America's most popular and influential entertainers. era had such a profound effect both as a singer as well as an instrumentalist. This eighty-six minute film is the most diverse portrait to date of Armstrong.

With over a dozen of his classic performances ranging from 1932 to the late sixties, *Satchmo* includes excerpts from *Pennies From Heaven*, *Betty Boop* cartoons, *Atlantic City*, *Going Places*, *Jam Session*, *New Orleans* with Billie Holiday, *High Society* with Bing Crosby, and *Hey Dolly* with Barbara Streisand. The film also includes numerous live concert and television appearances with Dizzy Gillespie, Jack Teagarden and the All Stars and the world tour that took him to Africa in 1956.

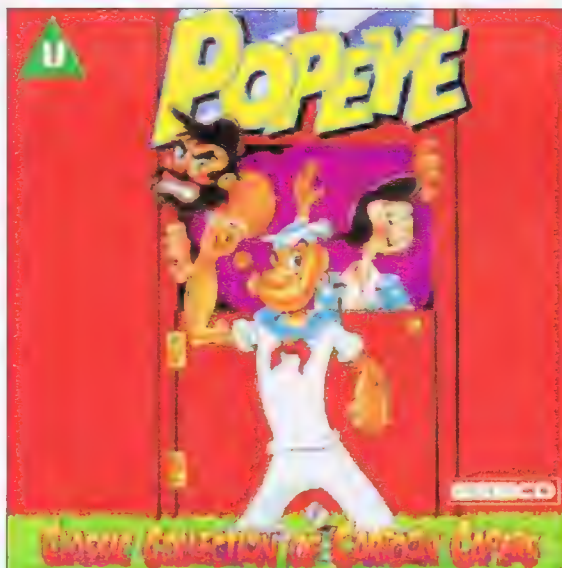
Never-before-seen home movies and newly-discovered footage from a Chicago nightclub in 1935 combine to make this a most intimate and loving portrait of Louis Armstrong.

On-camera interviewees are : Arvell Show, Tony Bennett, Wynton Marsalis, Dexter Gordon, Dave Brubeck, Iola Brubeck, Lester Bowie, Milt Gabler, George Avokion, Milt Hinton, Bud Freeman, Marty Napoleon, Joe Muranyi, Doc Cheatham, Barrett Deems, and Zilner Randolph.

The soundtrack features classic digitally remastered Columbia Records and original Okeh master recordings, including the ground-breaking *West End Blues*, *Potato Head Blues*, *Heebie Jeebies* and *Weather Bird*. Also included are *Struffin With Some Barbecue*, *Blue Turning Grey*, *On The Sunny Side Of The Street*, *When You're Smiling*, *Mack The Knife*, *What A Wonderful World* and many more.

Narrated by Hattie Winston. *Satchmo* is based on the book by Gary Giddins. Price is £14.99 - and worth every penny.

My friends, this one was worth the entrance fee alone! *Satchmo*, the life of Louis Armstrong, is a two disk tour de force that looks at 'Pops' through words and music.



POPEYE CD Vision

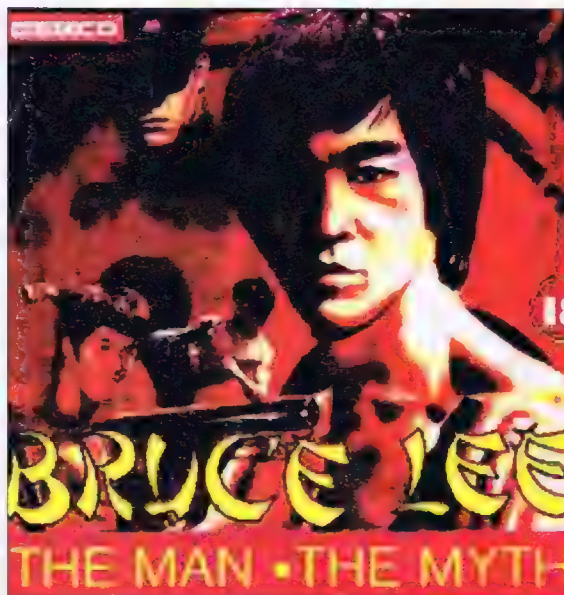
Here's classic batch of cartoons for the kids . . . and I mean classic! Some of these samples are a ripe old age, but they're all the better for it. Cartoons include *Aladdin and his Wonderful Lamp*, *Ancient History*, *I Don't Scare*, *Floor Flusher* plus a few more. Running time is around 60 minutes which ain't at all bad for a single CD, price is £9.99.

SARAH VAUGHAN THE DIVINE ONE CD Vision

With many interviews from her colleagues and friends, including Billy Eckstine, this single CD profile on Sarah Vaughan is a must for all of her fans. It includes words from the lady herself, many of her songs played over her career, including rare TV broadcast material featuring: *Misty*; *You're Not the Kind*; *Send in the Clowns*; *Cherokee*; *Once in a While*; *The Nearness of You* plus a host of others. Priced at £14.99.

THE OUTLAW CD Vision

Arriving on two CDs, this is a classic black and white film produced and directed by the eccentric genius, Howard Hughes. This was the film which



acted as the introductory vehicle for Jane Russell. A classic film that is full of action, suspense and thrills, it surrounds those well known characters Billy The Kid and Doc Holliday. These two bad men of the west argue it out with guns and fists over the beautiful Jane.

Technically, the MPEG coding is very good indeed and the sound has never been better on this oldie, but goody. Running time is 114 minutes. The price is £12.99.

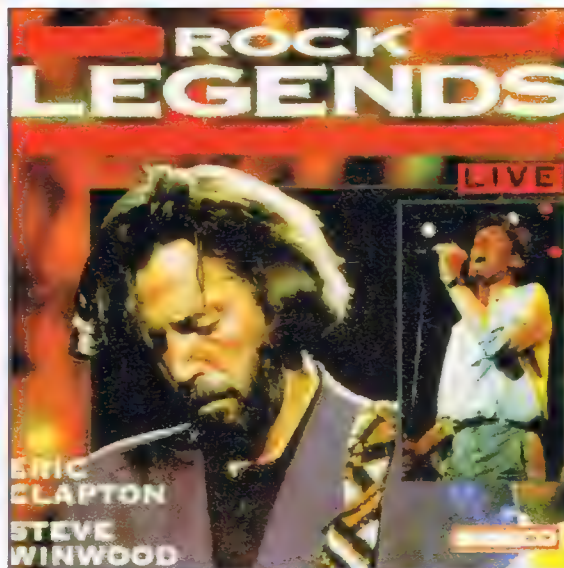


There's CDs to cater for a wide range of musical tastes, be it the good times of Louis Armstrong, the power of Pavarotti or the sultry, middle-of-the-road tones of our Sarah.

CD reviews

ROCK LEGENDS : LIVE CD Vision

This single disk production actually sounds a little veiled. That is, I would guess that the original source, which has to have been a video tape, has degraded a little. Don't get me wrong, the show is a good one for fans, the music is good, but the whole thing lacks some emotion. That takes nothing away from the disk, which should be viewed as a historical musical document (featuring Clapton, Winwood, Charlie Watts, Jeff Beck, Bill Wyman, Kenny Jones, Ray Cooper, etc) a rare collection of famous musicians collected together for a unique concert. Priced at £12.99



tainly not for the squeamish! But what really makes them stand out from their so-called rivals is that, unlike other contemporary magicians, they have no problems about revealing the secrets behind many of their illusions! If you've ever wanted to know how many of the more impressive illusions are really done, then you'll be in for a treat.

This video was recorded live on stage, and presents, amongst other tricks, someone being split into three, a man driven over by a truck and the duo appearing on stage out of nowhere. As well as the gruesome two-some, the show also features a couple of guests in the shape of American comedienne Jane Curtin and Victoria Johnson. If the names don't ring a bell, you'll almost certainly recognise them when you see them.

Okay, their sense of humour may be slightly warped, but I loved all 50 minutes of this CD. You'll be impressed by their technical achievements when you realise how some of the tricks are done, and you'll be left in awe over the secrets they don't give away.

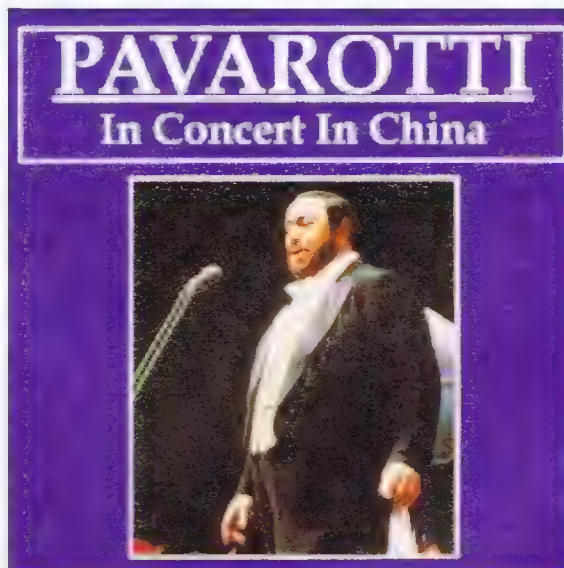
Both the picture and sound quality are well up to scratch considering CD Vision's method of encoding. The only irritant being the pauses in the video that are obviously for the US market so advert breaks can be inserted with a minimum amount of effort. Priced at £12.99

PAVAROTTI IN CONCERT IN CHINA CD Vision

Ahh, Luciano. The great man is seen in the Exhibition Hall Theatre of Peking throughout this two disk set.

The concert takes you through a variety of Operatic favourites and orchestral pieces. The production, on the whole, is handled well with some interesting camera shots and angles providing alternative perspectives to the performance not normally seen on terrestrial TV. However the camera work does become a little bit OTT at times. For example, the over use of Burst and Starlight filter shots does border on the '70s pop video at times. However, these irregularities are few and far between and the performance makes you forget about all it anyway.

Pavarotti is on sparkling form. For example, his *Cilea* - from *L'Arlesiana*, Fedrico's Lament tugs at the heart. Pavarotti throws himself into the emotion of the piece leaving you, exhausted at the end. Beautiful stuff. (Calm down Derek, it's only a fat bloke in a dinner jacket! — Miles). Price is £14.99



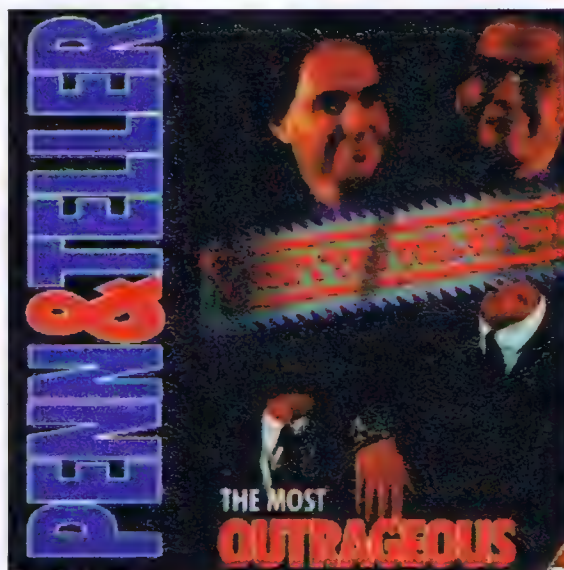
DAFFY DUCK & FRIENDS CD Vision

Any fans of Warner Brothers cartoons would no doubt be looking forward to this disc with keen anticipation, myself included.

The title is a little misleading. What you have is 60 minutes and eight Warner Brothers cartoons, four of which feature Bugs Bunny, three Daffy Duck and the remaining cartoon is Casper The Friendly Ghost. Wouldn't *Bugs Bunny And Friends* have been a more accurate title? Unfortunately, this is one of the CDs I have encountered that suffers from the compatibility problems I have outlined and can't be played back no matter what method you try. Throughout the video, the dialogue and sound effects are out of synch by about a second. While you may think that cartoons can cope with this, it became very disorienting to watch when sound effects were happening after the corresponding events on screen. Also, one of the cartoons cuts off about 15 seconds before the end. Oh well.

PENN & TELLER DON'T TRY THIS AT HOME CD Vision

For those of you, like me, who have more than a passing interest in magicians then this CD is for you. If you've never heard of them before, Penn & Teller are an American magic partnership with more than a marginal inclination to the macabre side of this branch of the performing arts. Basically, Penn & Teller are cer-



BEYOND THE LAW CD Vision

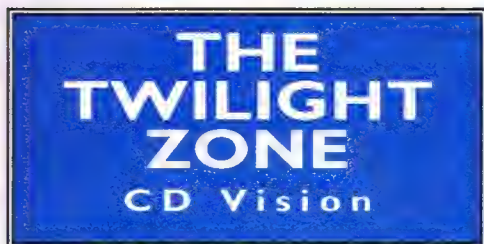
Former martial arts champion turned actress, Cynthia Rothrock, makes her first appearance on Video CD. This is a typical, run-of-the-mill, low budget Japanese martial arts movie. Cynthia plays Cindy, an FBI agent

sent to Hong Kong in pursuit of a mobster, who has turned informer and has taken a microfilm with him, which could bring down the entire mob.

Acting is of the standard you would expect from such a film (dire). Another hindrance to the film is that virtually all of the dialogue was recorded in Japanese and then dubbed into English. To be blunt, the actors chosen to dub the film don't seem to fit the characters properly.

With saying that, this is one of the few films tested from CD Vision that plays back perfectly with the FMV card, although because the dialogue is dubbed it's all out of synch anyway! The picture quality isn't incredible, although I'd say that that can be attributed more to the film's production rather than the encoding.

A laughably bad film, the action is obviously staged - it almost makes the Power Rangers look good! For die-hard martial arts fans only. On sale at £12.99

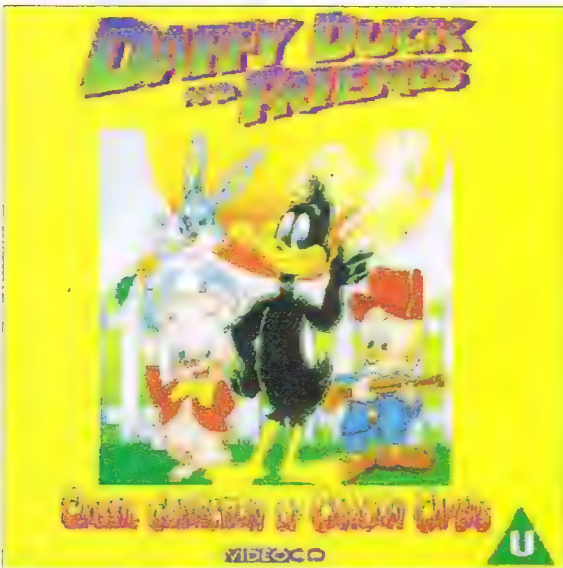
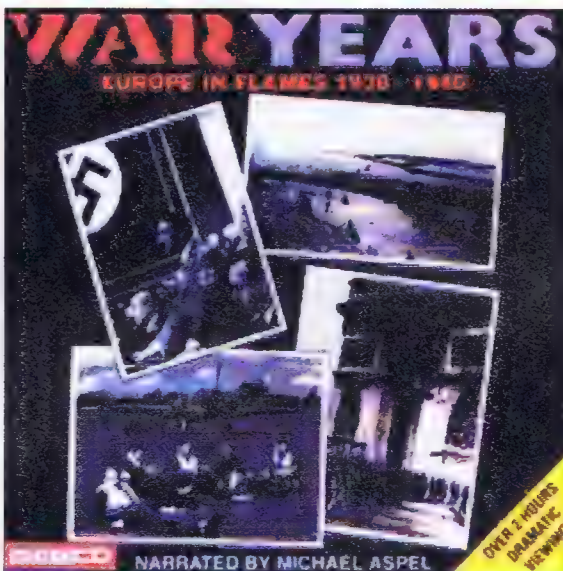
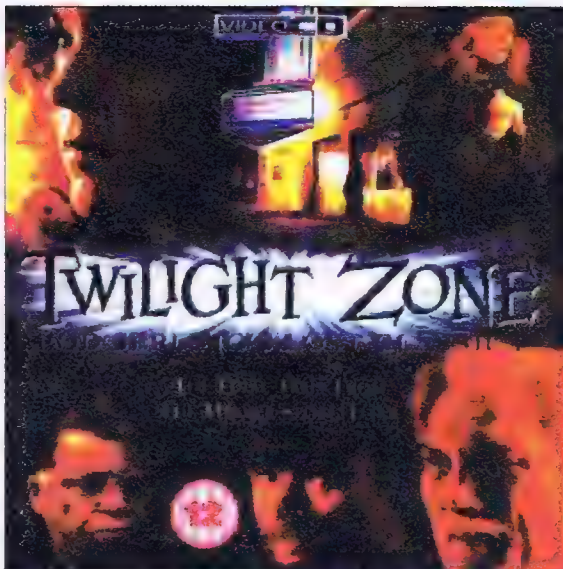


Never seen before on TV, the two stories on this CD are presented by storyteller Rod Serling. *When The Dead Are* is set in the aftermath of the American civil war and stars Patrick Bergin and Jack Palance. The story follows a brilliant young surgeon who discovers a strange head wound on a patient who recently died. It appears the person had lived longer than he should have done, for the wound was fatal but it appears that the person lives on. In his quest to find out why, the surgeon journeys to the Shadow Island where the secret of eternal life can be found. He soon also discovers that most of the island's inhabitants are well past their sell-by (death) date. A macabre setting with some really gory scenes are in store for anyone viewing this. *The Theatre* is the second story, in which a young lady visits a cinema to have a relaxing time but ends up seeing visions of herself in a re-enactment of her day which manifests itself in a nightmare experience!



These include French titles one of which is *Female Vampire* (aka *The Bare Breasted Countess*) which is one of the best-known films from the director Jess Franco. FV

CD Vision's multi-media releases cover a diverse range of topics from cartoons and comedy to documentaries and music, catering for all tastes and ages. If you've never seen any of the *Police Stop* series you really should. You'll be amazed at some of the insanely stupid things people do!



features Romay as the vampire Countess Irina Karlstein who does some really wicked things to the menfolk in the film — too rude really to say. After she has fallen in love with one of her victims, she drowns herself in a bath of blood to rejoin her beloved in the realm of the dead! A French talkie with an over-dubbed 94 mins.

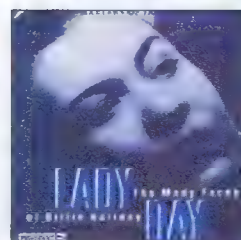
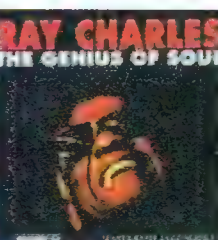


Another French classic from 1979. The story centres on two women, chosen by a group, who have to find a man they can ritually slaughter and consume in a cannibalistic feast. Gory Stuff! Described by one cult book as one of the best pictures ever made!!



Exercises, diets and a whole lot more. Want to lose some weight? Light aerobics to strengthen your cardiovascular system. Yoga for relaxation. Watch the Hollywood star go through her routines. You may not want to join in, but it's nice to see someone pumping up (oo-er)! Narrated by Hattie Winston.

■ DDF



CD feature

Team 17 aren't afraid to try their hand at anything. Not surprising seeing as everything they touch turns to Gold. This time they're dabbling in the world of RPG's and as usual it looks like being another hit! So fasten your sword-belts and get ready for a roller-coaster ride of magic and adventure in their forthcoming release, *Speris Legacy*.

Most RPG's these days seem to be based around the same sort of idea as the brilliant *Zelda* on the SNES. In this, *Speris Legacy* is no different, but at the same time it has a lot of it's own individual features that look like raising it from the ranks of the mediocre and into those of the great.

Before I ramble on I'd better explain the plot. In some games the story can be a bit irrelevant, just waffle to fill up a few pages of the manual, others don't even tell you the plot, leaving you to figure out what's going on for yourself. Thankfully *Speris Legacy* has more in common with the latter. It tells you a bit and gives you a rough idea of what to do, but ultimately it's up to you to figure out what the hell's going on and what to do about it. What you are told at the beginning is very important as well and will help you get off on the right foot.

Without any more waffling I'll give you a brief idea of what's happening. In the distant past Supernature, whoever he or she is, created the Universe and Humanity (Sounds a bit like God to me! — Miles). At first everything went swimmingly, but before long the Humans were making a mess of things (sounds familiar). Through war and corruption, Supernature's beautiful creation was being turned into a desolate wasteland. Supernature decided that changes must be made and overnight new lands and races were formed. Again, to start with everything went well, but in one of the new lands things were about to take a turn for the worse...

When the Speris land had been formed the reigns of control were left to the a wise old man. For years he led the land with great fairness and both the land and its people prospered. All too quickly the years caught up with him until the time came for him to pass the Speris Legacy on to one of his sons. the oldest, Gallus, was the natural heir, but he was reckless and



cruel. Instead the old man decided to put his youngest son Kale in charge.

Gallus was furious and after many threats stormed from the Speris land, taking his army of loyal supporters with him. Kale was deeply upset, but got on with his duty of ruling the land, which he did with a maturity that defied his slender age of five.

Nothing was heard of Gallus for four years until, one day, Kale's best friend, Cho, set off to visit him. From a distance, Cho could see large clouds of smoke coming from the direction of Kale's house. As he arrived, Cho was met by a mortally wounded Kale who with his last breaths recounted how Gallus had come back and taken his revenge. With his last whisper Kale made Cho promise to take over the Speris Legacy and ensure that it would never fall into the hands of his wretched brother.

This is where you step into the unenviable shoes of Cho and must guide him on an epic adventure to save Speris and the peace that has presided over it.

If ever a child had to grow up quickly it's Cho, at a mere nine years of age, the poor lad has the future of a nation in his hands.

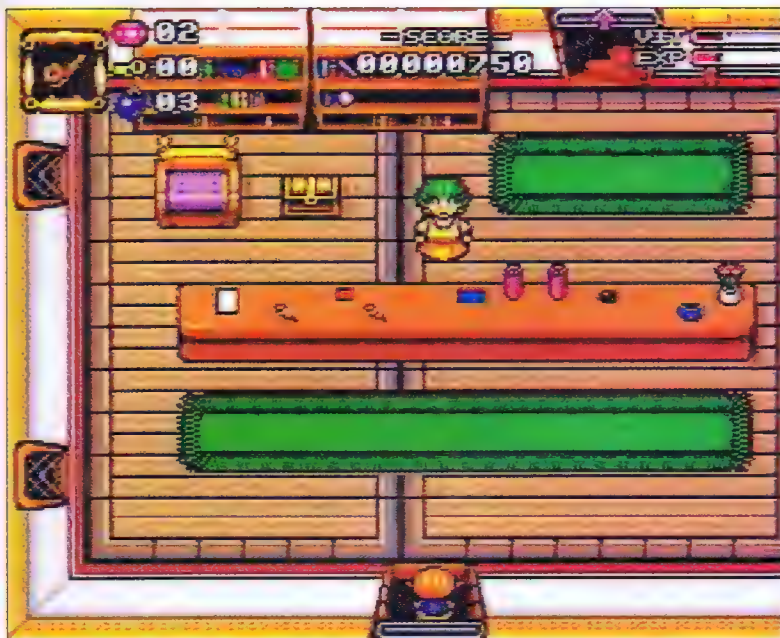
The first noticeable thing about *Speris Legacy* is the uncanny likeness to other RPG's, most noticeably *Legends*, the forthcoming game from Krysalis. Looks can be deceptive, though, and it doesn't take long to realise they're completely different, well in a boxer shorts/G-string sort of way. They both do the same sort of thing, but in different ways!



Believe it or not, Cho, our little hero, is the one on the left. He may look like a she, but he's no wimp when it comes to a scrap. When you start the game you start with only a little vitality and no experience, but as you progress, things will start to look a little healthier.



Speris Legacy



The game features a whole host of characters to interact with and all have some purpose or role to play. From the local shopkeeper to Elsrika, a beautiful young lady, and even a lazy wood-cutter, they all have something, no matter how small and insignificant it may seem, that will help you on your mission.

One of the most noticeable differences from Legends is the way the conversation is structured. You control it, rather than it just happening. You can't ask anything you like, but you can ask a variety of questions in any order, prompting the response you're looking for.

Added to this is a fully interactive storyline, which evolves and engrosses as you proceed. To tie in with this there's a difficulty transgression that starts off easy and gets progressively harder the further you get.

There's a strong combat element in *Speris Legacy* and to help you there's a wide variety of weapons that can be obtained to help you keep your head, literally! There's also a fair bit of magic that'll come in handy.

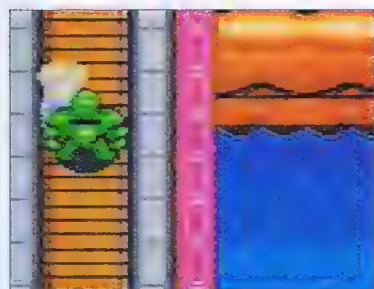
With five vast areas to explore, there should be enough to keep every budding Christopher Columbus happy. We've only seen a limited demo so far, but that's been more than enough to whet our appetites and get us screaming for more. Roll on next month. ■ MG



That man with the Elvis haircut seems to be sneaking into every picture, I think it's time Cho turn around and attacked him with that lethal pipe. Still, what a lad of nine is doing with a pipe anyway I don't know. Tsch! The youth of today!



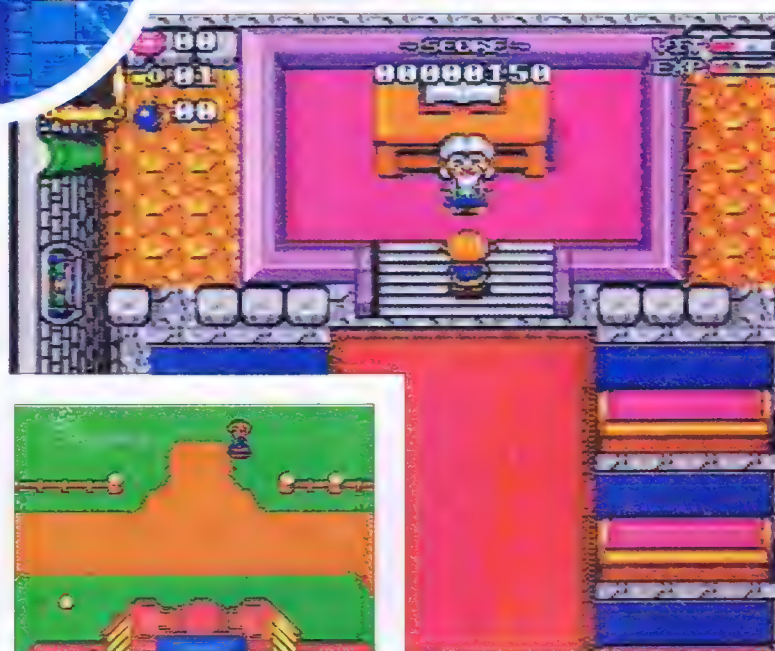
The Speris Legacy features plenty of animated scenery, including this giant rubber swimming pool. Sorry, my mistake, it's actually a lake. Still, whatever it is, it looks more inviting than the sea anyway.



The Speris lands are renowned for many things, including funny coloured houses!



Another interesting picture of Cho doing well nothing actually! It's just as well there's more to the game than our pictures show, otherwise it'd be a bit of a dull game!



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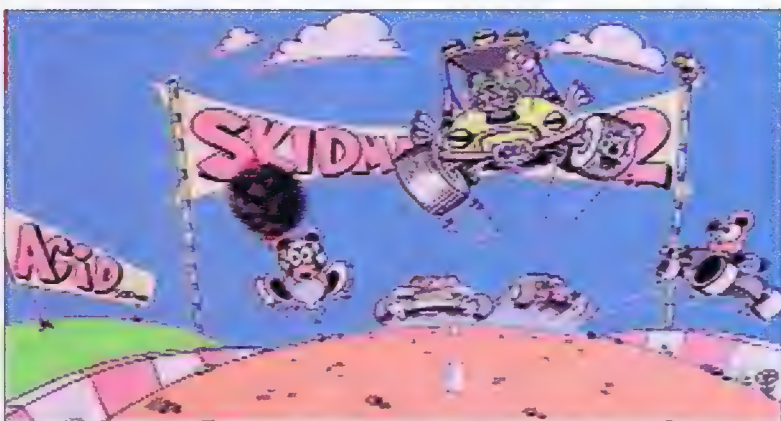
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CD review

Skid Marks — oo-er! Mind you, with Miles' driving there's certainly plenty of those around, usually in the passenger's pants! Bearing that in mind, what better way for him to work it out of his system than with Acid's radical sequel to their highly acclaimed off-road racera. The engines are humming, the lights are green, and they're off!

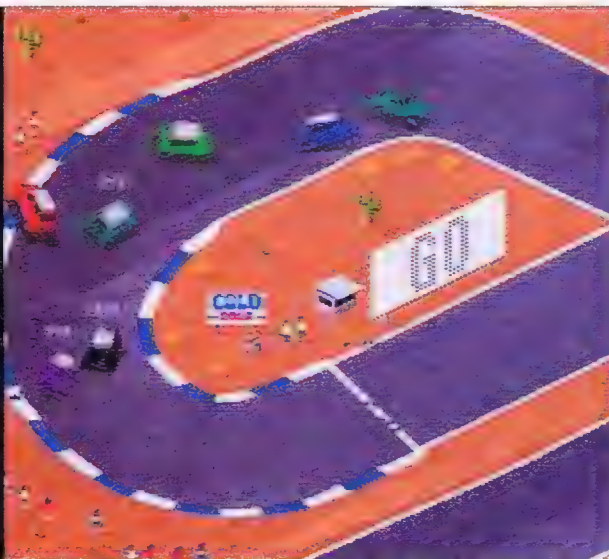


W

e seem to have racing games of one description or another coming out of our ears at the moment. *Rally Championship* from Flair, *ATR* from Team 17 and now this from Acid. It's the follow-up to *Skid Marks* (the clue's in the title) and follows in a very similar vein. If you never played the original it basically involves driving around off-road type circuits very fast indeed in a variety of different vehicles. The view is in the forced perspective style from somewhere up in the air which gives quite a panoramic impression.

Though very similar in look to the original, the sequel boasts a host of improvements. There's nine vehicles to choose from from souped-up VW Beetles to Mini's to Monster truck, all with their own individual handling characteristics and loads of tracks on which to throw them around to your heart's content. In addition there's number of multi-player modes giving a huge range of possible competitions. Up to three players can take part simultaneously with the screen being split horizontally into halves or thirds. With two players it works fine though the three-player tends to get a wee bit cramped with so little of the track visible. There's also a certain amount of slow-down the more players you have taking part. This can be eradicated by using the link-up mode but to do this you'll need the appropriate cable as well as a friend with a CD32 and a copy of the

Go! Bedlam at the first corner with each driver fighting to get the best line. As usual yours truly (in the red car as if you couldn't guess) is the first into the crash barrier. It's almost spooky how video games often mirror real life. Are you watching Arthur C. Clarke?



game.

In one player-mode you get to compete in a championship against seven computer-controlled opponents. First select the cars you want to use and then you're taken to the starting grid. To add a little more variety there's a crazy option in which all the participating cars are hitched up to a caravan though only four compete in this mode.

In each of the nine championships on offer (one for each type of vehicle) there's six races which must be completed although you need to finish high enough up the rankings to qualify for the next one. Should you do so you're awarded championship points for your finishing position as well as bonus points for driving the fastest



It's a tight race as those marvellous minis negotiate a rather nasty looking tight left-hander. Actually it quite reminds me of the *Italian Job*, the film I mean, so don't get the wrong idea.

lap. The championship table is updated at the end of each race to let you know how you're faring. Should you fail to qualify in a particular race then six retries at least give you some margin for error.

So it's down to brass tacks with the actual business of putting the pedal to the metal, and boy is it tough. The first few plays will leave you spending most of your time crashing into barriers as you struggle to get to grips with the controls. Your car can't be destroyed but any collisions, be it with roadside objects or other drivers lose you valuable time which you'll struggle to make up.

A clue to the key to success lies in the title. It's vital to learn to skid into corners otherwise you'll never get anywhere. Taking your foot off the gas might allow you to swing the car tightly round hairpins but the other drivers will whizz past without a care. You need to learn to how to use slides to your advantage. For example when approaching a



Skid

Marks 2



hairpin it's best to swing the car around 180°, slide backwards into the corner then hit the gas to accelerate away before you career into a pile of tyres or some such. This makes for some really spectacular manoeuvres, especially when five or six vehicle are all jockeying for the best racing line. It does however demand a great deal of concentration and impeccable timing or you'll soon be eating advertising hoarding!

The cars themselves really are excellent with literally hundreds of frames of animation to really bring them to life. They actually look like solid objects rather than simply sprites. The screenshots on this page do them no justice! Get the caravans hitched up and things look even more impressive as they swing about wildly behind.

Gameplay is equally as polished with a tremendous challenge in completing even one race, let alone winning an entire championship. Each track must be driven several time before you develop a strategy

■ PUBLISHER : Acid ■ PRICE : £TBA
■ DEVELOPER : In-house ■ OUT : TBA



At the end of the race all the participants line up in finishing order to accept the applause of the crowd. Or, in our case, the jeers and taunts for yet another dismal showing!



Here you can see a selection of the tracks on offer. Even the figure-of-eight on the left is a pig so you can imagine what those others are like. *Skid Marks 2* will certainly sort the men from the proverbial games-playing boys!

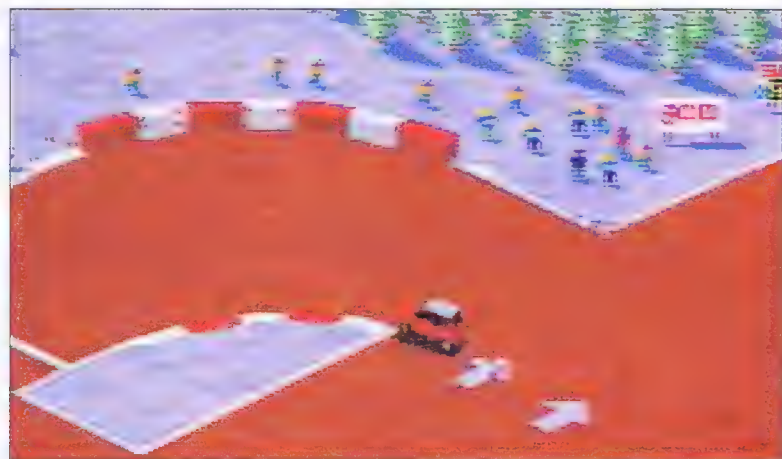


Many of the tracks criss-cross over themselves which can lead to some quite spectacular side-on smashes. There you are, heading for victory when, without any warning, some guy half a lap behind sends you flying!

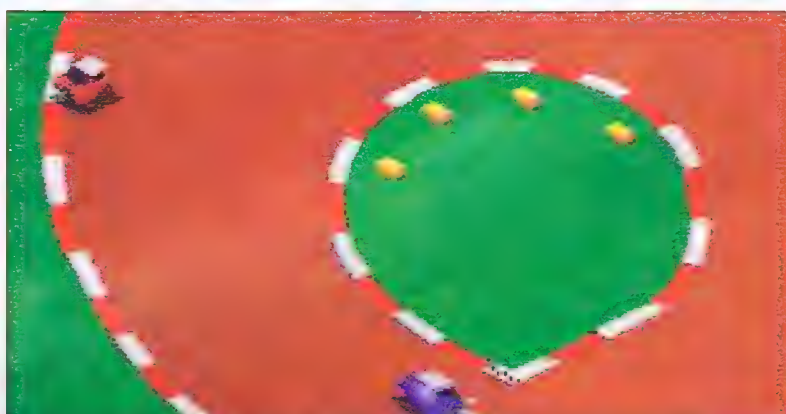
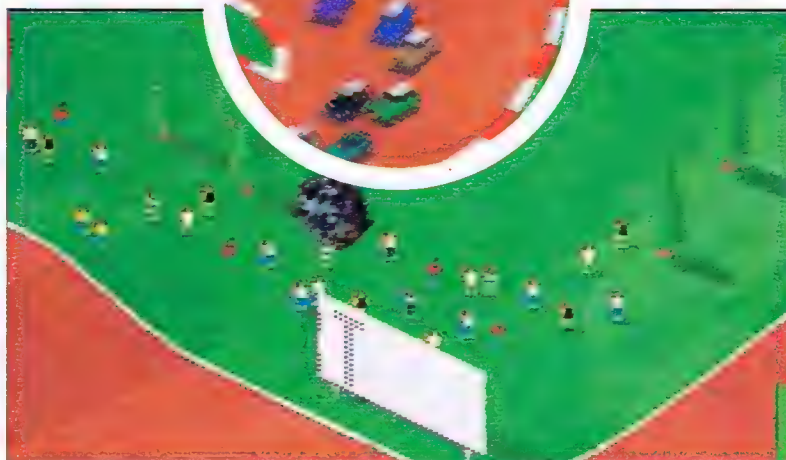
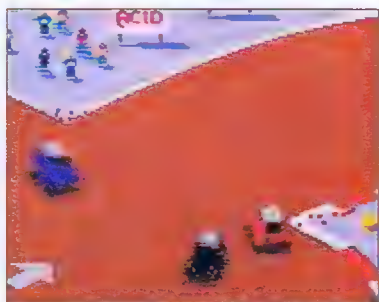
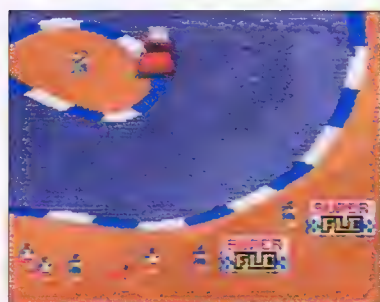
for successfully tackling each of the fiendishly positioned bends with the minimum loss of time. There's been a lot of overhead racers in the past but for my money *Skid Marks 2* must go down as one of the best of the bunch. It really puts the previously mentioned *Rally Championship* and *ATR* in the shade with it's stunning graphics and crazy playability. Although the difficulty can initially be off-putting, you soon start to get a feel for it and the great attention to detail soon becomes apparent. For instance the way the track markings and curbs deteriorate as cars roll over them.

This is the best game of it's type around. So much care has obviously gone into the design and programming and there's also a lot more depth than might first be apparent. Only sustained play brings many of its feature to your attention. It's got everything a great arcade game should have — action, skill and fun in truck-loads. The numerous multi-player options just add that bit extra to make this a must buy. Terrific!

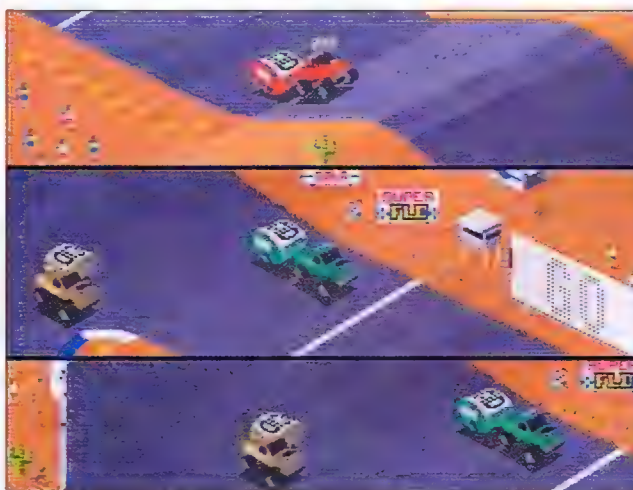
■ MG



Obviously having given up the race as a lost cause, our valiant reviewer instead goes for a sight-seeing trundle the wrong way around the track. Ha — just wait 'til the leaders come round that corner!



A long swinging bend which can play hell with your chances of success. Unfortunately you can't afford to slow down and take it at a safe and comfortable speed. Instead you have to slide in at full pelt and hope you don't fill your pants!



Here we see the amazing three-player split screen mode. It makes for some supremely entertaining head-to-head confrontations though it is a bit cramped.

RACE RACE LEADERBOARD			
1st	86% COMPLETE	BEST (0:26.5)	0 POINTS
2nd	85% COMPLETE	BEST (0:27.3)	0 POINTS
3rd	85% COMPLETE	BEST (0:26.7)	0 POINTS
4th	85% COMPLETE	BEST (0:26.8)	0 POINTS
5th	84% COMPLETE	BEST (0:27.7)	0 POINTS
6th	84% COMPLETE	BEST (0:27.6)	0 POINTS
7th	82% COMPLETE	BEST (0:27.3)	0 POINTS
8th	27% COMPLETE	BEST (1:20.5)	0 POINTS
PLAYER 1			
RACE AGAIN			
CHANGE CARS			
EXIT			



It may seem like fun to hit ramps at top speed and go sailing through the air but more often than not this results in nasty encounters with crash barriers! Be cautious.



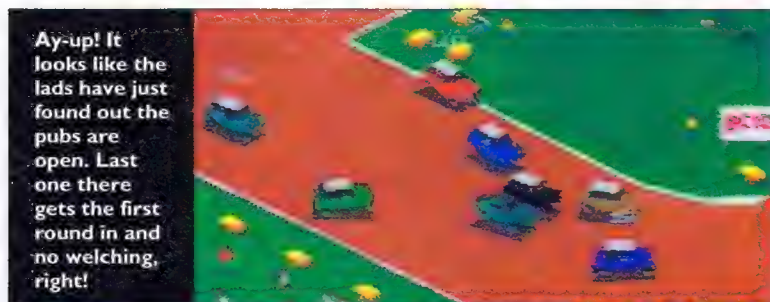
The wacky caravan mode adds some extra spice to the proceedings. You can't see from a still screenshot but the animation on the cars is fantastic and with the caravans in tow it looks even better. Don't expect a quiet camping weekend away with these babies though.



"The cars themselves really are excellent, with literally hundreds of frames of animation"



Yet another mass pile-up! It's tough enough just driving the courses but the real secret to success is learning to avoid costly collisions. If you get drawn into all the bumping and thumping the chances are you'll come off worst.



Ay-up! It looks like the lads have just found out the pubs are open. Last one there gets the first round in and no welching, right!



Profile

3 PLAYERS

1 SKILL LEVEL

X 1 SAVE POSITIONS

None

X CD32 ENHANCED

GRAPHICS

SOUND

GAMEPLAY

PROS: It's fast, it's frantic, it's funny. This is a racing game par excellence with everything you could want and few things you probably wouldn't even have thought of.

CONS: Can be little too tricky for its own good at times. More of a learning curve wouldn't have gone amiss. The menus look a bit 'techy' too.

93%

One of the first 32-bit Amiga games to appear was a rather odd hybrid of platforms and *Lemmings*. Unfortunately the control system was a bit irky and detracted seriously from the enjoyment factor. Now here's the sequel, and *Millenium* assure us they've got things sorted out.



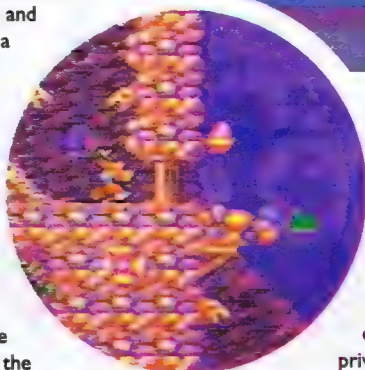
Welcome to the planet Zarg. 150 years on from the saga of the diggers, and Zarg is still the home of vast mineral deposits attracting the attention of traders and miners from around the galaxy. However, a strange phenomenon has radically altered the appearance and ecosystem of the planet

- a phenomenon whose roots lie way back in the distant past. It always was that the Flinarjian people lived in peace alongside the planet's other intelligent races despite leading a very different lifestyle. While all the other races were struggling to put one over one another, mining the planet ceaselessly of its hidden treasure, the Flinarj pursued a different course. They put their minds to developing a range of machines designed to improve their quality of life, Zarg not being renowned for its pleasant conditions.

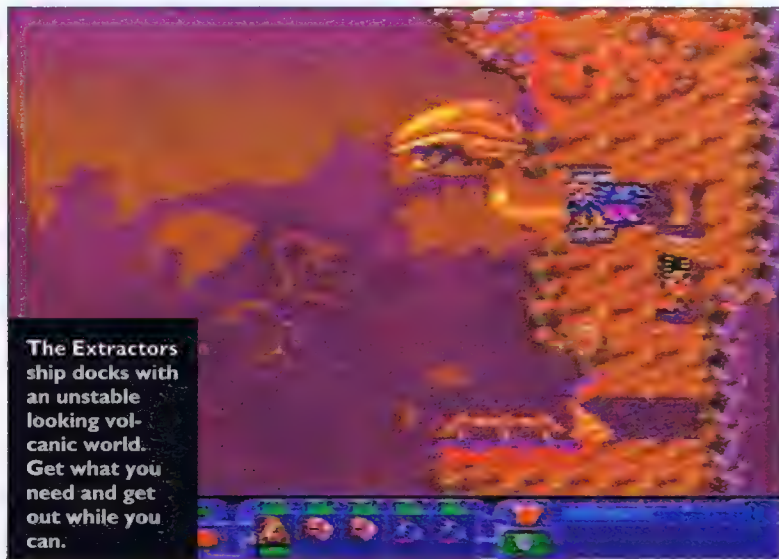
Their prosperity and pleasant life-style angered their rivals, the war-like Quarriors, who in their jealousy launched an attack on the Flinarjian capital. Under command of General Igneous Crust, the Quarriors laid siege to the city but as they were poised to launch their final assault a remark-

able thing happened. The ground shook, thunder rolled across the skies and the entire city was ripped from the planet's surface and rose high into the air along with 24 other huge chunks of land. These lands remain in a state of permanent levitation, held there by the mysterious power of Flinarjian technology and have become known as the Hanging Worlds. Hidden on each of the 24 worlds is a generator which supplies power to a force-shield protecting the capital from attack. The Quarriors have sent word around the galaxy that anyone who can shut down the generators and return the Hanging Worlds to Zarg will be rewarded in the most handsome fashion. Step up the Extractors - miners extraordinaire and money-grabbers supreme.

You take command of a team of five extractors out for the reward and must conquer the game's 30 levels (25 hanging worlds plus five bonus asteroids). Your main priority on each world is to locate the generator and destroy it, but there's loads of other goodies to be had along the way. Inevitably you'll have to tunnel beneath the surface of the hanging worlds but it's only possible to mine through the relatively soft under-soil. Rock and



fossil deposits create an impassable barrier so the only alternative is to go around. Careful planning of your route is therefore crucial. To add to your troubles are Privateers — rival Extractors out to bag the loot for themselves. As you dig you'll invariably come across various crystalline deposits. Fuel crystals are needed to power your ship for escape once the generator has been destroyed, but others can be converted into money when you visit the shop. Here you can trade your hard-mined wares for a variety of equipment to aid your mission. Explosives for blowing up generators, privateers or any otherwise impassable obstacles. There are also tunnelling machines which speed up your mining operations, uphill diggers which bore upwards through the rocks above. A handy rocket-powered platform will



carry Extractors to higher platforms, but look out — it's got limited fuel. As each level is a puzzle as well as platform-'em-up, an important part of the game is working out exactly what equipment is required for each problem. Unfortunately you don't have the cash to buy everything willy-nilly and you can't carry stuff over from one mission to the next. Probably the most useful item, at least on the larger levels, is the teleporter. Once purchased, you can set up teleporters wherever you wish, and this allows you to zap characters from place to place quickly, avoiding journeys that would often prove hazardous on foot.

Ex tractors



Having selected your Extractors (you can have any combination of five from the three races available), you need to plan your strategy. Raldeins are the best diggers but have limited stamina. Each character has its own individual energy bar which depletes each time they fall too far, get hit by a baddy, teleport or simply do too much work in too short a space of time. When it starts to get low you can either leave them to rest and use another character or, if you've got some spare cash lying about, grab a first aid kit from the shop.

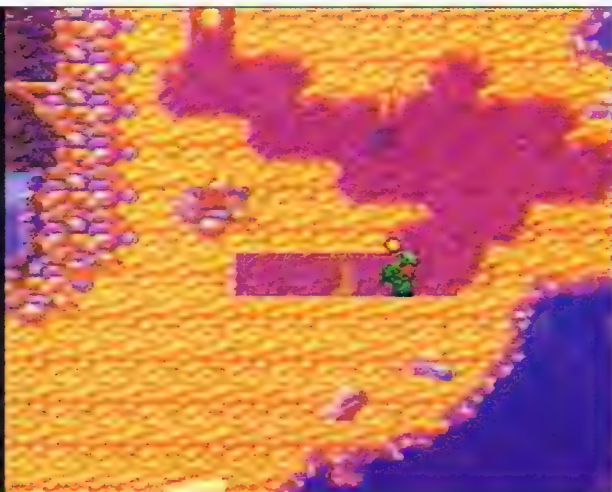
Boids are the best fighters. They're the ones who should be sent in to deal with pesky Privateers. They don't dig as fast as the Raldeins but if there's any sign of trouble, these are the guys for the job.

The final available character is the Habbish. These can teleport without losing any energy and so are useful for getting around the map quickly, but they do have an annoying tendency to suddenly slip into prayer at the most inopportune moments.

It's possible to get one or more characters working away while you go off and control another. This can be useful as it allows far more ground to be covered in a shorter space of time and the heart of the game really lies in learning to get the characters working together. It may seem daunting at first, but perseverance pays off.

There are four different kinds of terrain you'll encounter - icy, volcanic, jungle and ruins (ancient cities). Each has its own properties which need to be assessed. Volcanic worlds contain potentially deadly lava flows, while ruins often contain useful items left behind by long-dead civilisations. Exploration is the key.

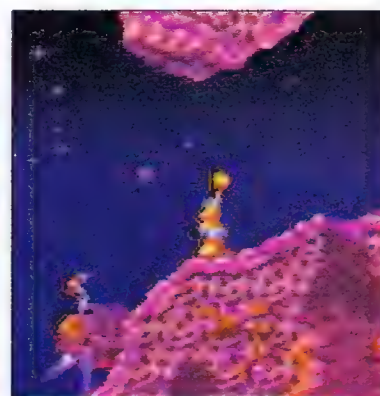
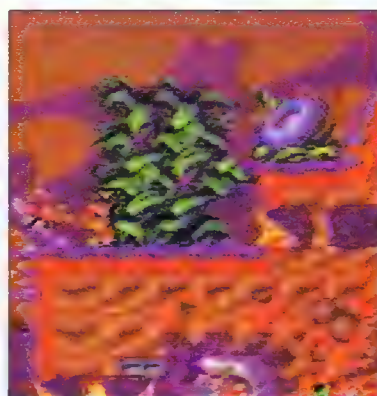
Not much going on here but for that nasty Privateer lurking about the place. Get one of your hard-nuts in to duff him up as there's probably loads of goodies to be had under all that sand.



■ PUBLISHER: Millenium ■ PRICE: £29.99
■ DEVELOPER: In-house ■ OUT: March/April



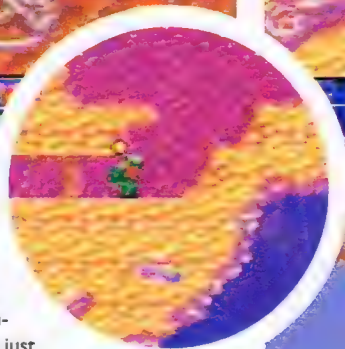
Just in case you haven't sussed it out yet, this is a still from one of those lovely rendered sequences which get very boring after the fifth time round. Best hit fire and skip it I reckon.



Here's where you get to choose your team of extractors. Try not to be put off by the rather frightening looking cross between Barbara Windsor and a Commanche Indian.



This has been a particularly fruitful dig. The blue rocks are fuel crystals — vital for your escape. The others are gems which can be traded at the shop for loadsa new extracting paraphernalia!

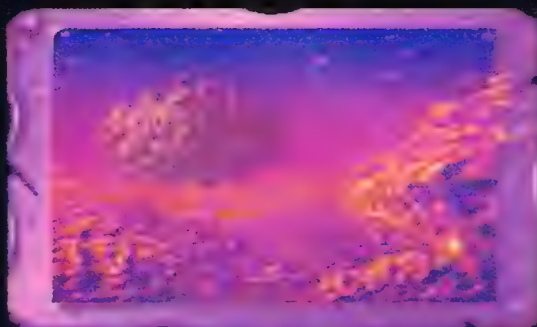


For those unfamiliar with *Diggers*, *Extractors* will be quite unlike anything you've ever seen. Getting to grips with the controls can take time and, despite obvious improvements over its predecessor, it can still be tricky to move about, and missing jumps is all too easy if you lose concentration, even for a moment. There's not much of learning curve either. Right from the off levels are tough and they just get tougher. You'll certainly not be completing this baby at a couple of sittings! The key is to work at it. Those with a low patience threshold will probably give up after about half an hour which is a shame. Once you're at ease with controls, exploration and experimentation becomes second nature and a huge challenge reveals itself. Also, unlike *Lemmings* you're playing towards an actual goal rather than to simply complete a series of unrelated levels which adds to the attraction. Having said that, I suspect *Extractors* won't have the same universal attraction as the green-haired rodents due to the more involved style.

It's a love it or hate it affair I'm afraid. Not the kind of thing you can pick and play for five minutes between the end of *Coronation Street* and the start of *EastEnders*. If you're prepared to put the effort in it's well worth the asking price but if you're unsure I'd suggest you have a gander first hand before parting with the readies. ■ **MG**



A sightseer's guide to the Hanging Worlds



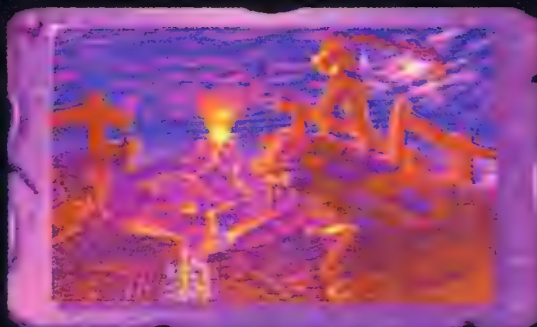
ASTEROIDS

Small bonus worlds with no generators but plenty of useful extractables. Stock up those cash reserves!



RUINS

Loot the treasures of peoples long dead. Remember, you're in this for personal gain, not the Zargian National Trust!



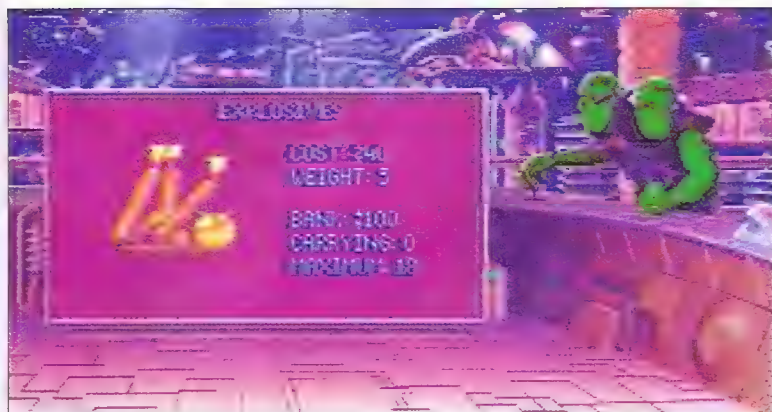
VOLCANIC

These hot and fiery places abound with deadly lava which'll fry even the hardest of Extractors.



FOREST

Lush and green on the surface, but it's what lies beneath the grassy meadows that interests you. Dig it, man!



There's no time to admire the beautiful starscape or those dreamy purple hues. There's a job to be done and cash to be earned. It's a hard life!



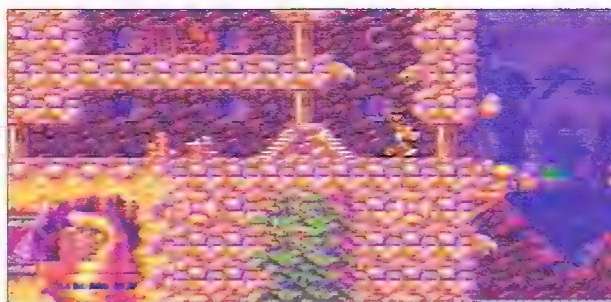
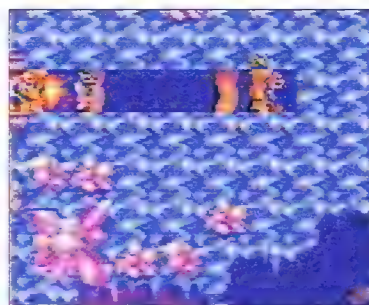
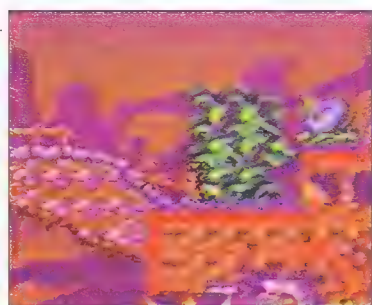
"For those unfamiliar with *Diggers, Extractors* will be quite unlike anything that you've ever seen."



Yippee! There's nothing like a spot of zero-g cross-country rambling to clear the sinuses!



How it all began! From the archives of Zarg's history we see the moment the Hanging Worlds came into being. Here the Flinarj capital begins its ascent towards the stratosphere. I sure hope the people have a head for heights!



There's plenty of goodies lying around in the ruins of past civilisations. You just have to search for them.



Perfectly timed jumps are called for if you're to avoid plummeting to a sticky end in one of the many chasms and valleys which appear throughout the Hanging Worlds.

Profile

PLAYER SKILL LEVEL SAVE POSITIONS CD32 ENHANCED Soundtrack and rendered sequences	GRAPHICS ■■■■■■■■ SOUND ■■■■■■■■ GAMEPLAY ■■■■■■■■
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PROS: Many hours of puzzling are assured with 30 hugely challenging and plenty of variety therein.

CONS: Plenty of perseverance is needed to complete even the early stages, which many might find off-putting. Character control can still be overly tricky at times.

88%

Normally the intro to a footy game is so simple to write. All you have to do is rattle off a few 'amusing' clichés, sick as a parrot, the lads done good etc and you're sorted. This time however, I've opted for a slight change, and that was it! Not bad eh, and I didn't even say it was game of two halves ... oops!

It all started years ago on the Spectrum. *Football Manager* gave arm-chair supporters the chance to take control of their favourite team's affairs and see whether or not they could actually do better than the much-maligned boss they went to jeer tirelessly every Saturday afternoon. Basically the game involved buying and selling players then watching 'high-lights' to see how the lads got on. So unsophisticated was the program that if you found yourself running low on finances you could simply break into the program and add a couple of million to the old bank account. From these unlikely beginnings emerged one of the most enduring styles of strategy game yet to be devised. Of course, these days things are rather more involved. The likes of Domark's superb *Championship Manager* series which features full and authentic squads for every side in the league plus accurate career records for all players and basically everything any would-be statto could ever want. In fact the Amiga has never had a shortage of such things but, despite the many ports appearing on the CD32, none have thus far made the transition.

Audiogenic's *Super League Manager* is set to fill that gap with a full management sim appearing for the first time on the CD32. Once loaded you're presented with a view of the manager's desk. This has become more or less a standard feature for the genre over the years for its ease of use and attractive setting. Laid out on the desk are a number of different items. Clicking on these allows you to access the various parts of the game. A newspaper contains the league tables, last match results and also transfer news. A notebook contains details of all the team's squads and from here you can set training schedules for your players, buy and sell or offer star players higher wages to encourage them to stay on. A filo-fax contains your team's complete fixture list for the season including the results for games as they're being played.



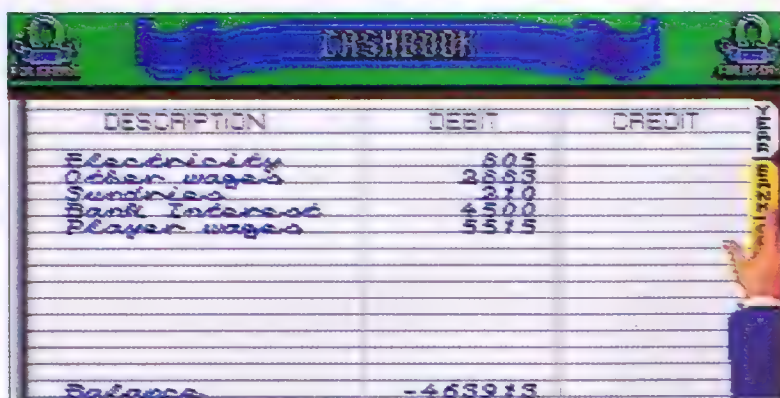
As you go through the week various letters and notes appear in your in-tray. These might be anyone of a number of things. If you hear the phone ringing it's best to pick it up but if you miss it a note from your secretary appears in the in-tray saying who called. Other times you'll get letters from supporters asking for autographs or even hate mail if results aren't up to scratch. Supporters



even write in occasionally with advice on player's you might want to sign but their suggestions are best taken with a pinch of salt. Before wading in with any cash offers it's best to send a scout to observe the player in question to get a considered professional opinion.

When Saturday comes, a new folder appears on the desk; clicking on this lets you choose a formation and pick the time. Cycle through the available players and study the trainers brief report on their best position and form then pick the side accordingly.

Purists might be disappointed to hear that SLM contains no 'real' teams. The whole game is set in an imaginary world with the league consisting of four divisions of eight



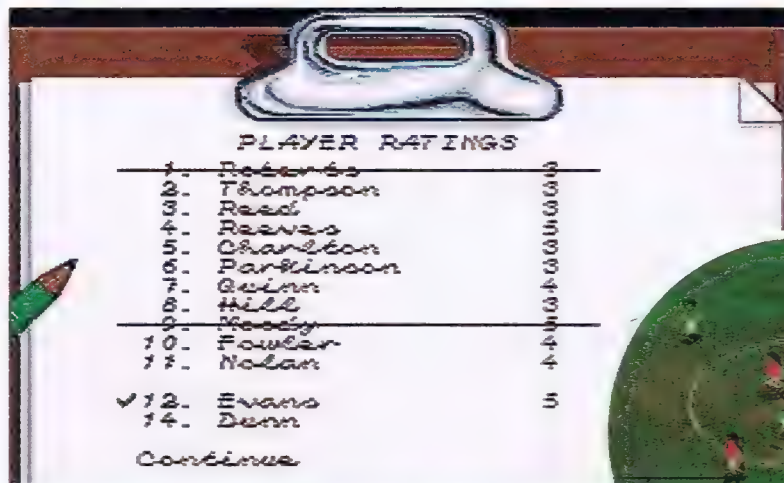
Super League

Manager

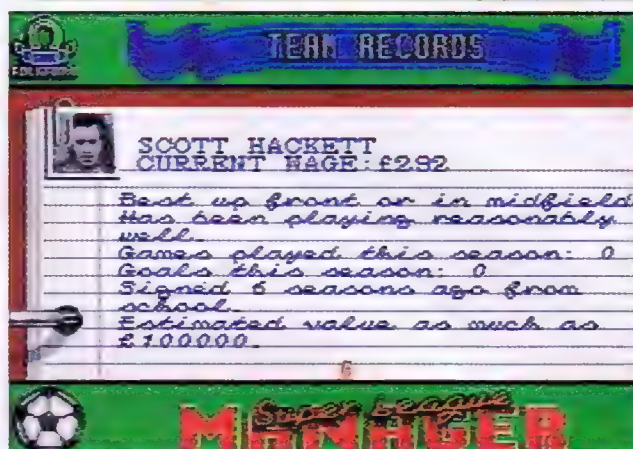


sides with a one up/one down promotion/relegation system. The game differs from the disk versions only in that, due to the limitations of the CD32's volatile RAM, you can only save at the end of a season. This isn't too bad though as a season is only 16 weeks so it doesn't mean hours upon hours at a stretch.

To give that feeling of weight the programmers have painstakingly compiled club histo-



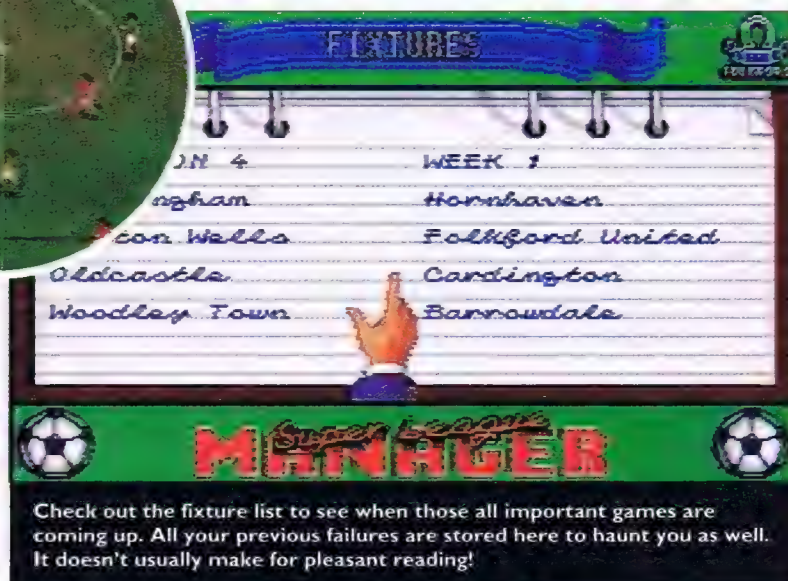
PUBLISHER: Audiogenic PRICE: £TBA
DEVELOPER: In-house OUT: TBA



Check out the records of players at other clubs to see who might be a useful acquisition. As you can see you're given plenty of info to go on. This guy could be a goer!

ries for all the sides in the game including achievements, nick-names and the like. It's a really neat touch that helps you to care what happens to whoever might have employed you. You begin your career as manager of division four strugglers Folkford United. Steer them to success and offers from the more glamorous clubs will surely follow, though whether you decide to accept them is up to you. You may prefer to stick with the side you've built and attempt to take them all the way the promised land of the top flight. To complete the game you need to win the division one championship three times at which point you become national manager and the game ends in a blaze of glory (or so I'm told — I didn't get that far yet).

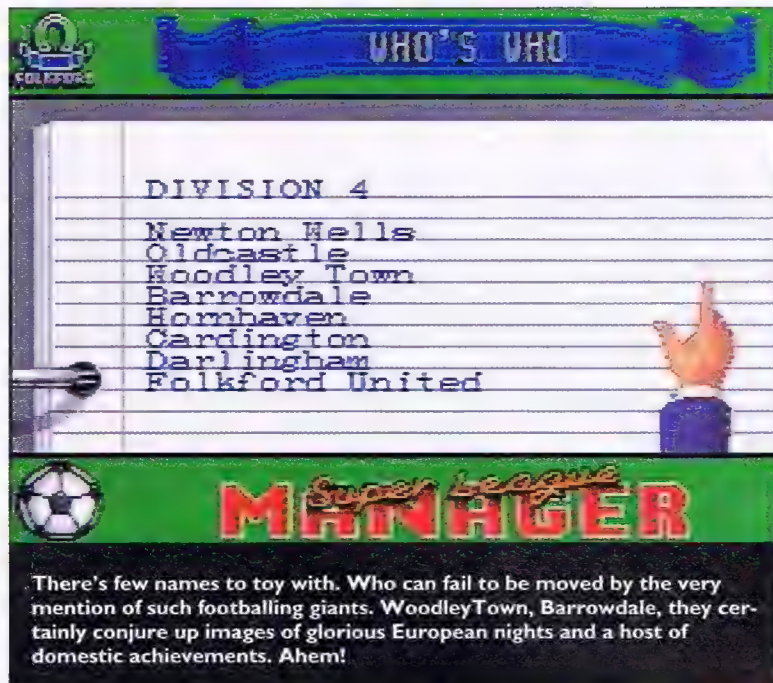
When placed alongside the likes of *Championship Manager*, *SLM* doesn't seem all that involving but it's the little touches which keep you interested. For instance if you don't water the flower on the corner of the desk it eventually wilts and dies. According to the instructions, this actually has a bearing on the game. The player's lose confidence, their reasoning being if you can't look after a pot plant how can you be capable of looking after a football team? Maybe they're taking the Mickey, I don't know. There's also a cup of coffee on the



desk. Clicking on it allows you to take a gulp and a fresh one appears each day. If however you leave it for a few days you'll get an irate memo from the tea-lady — amazing!

The match section is rather different to the norm, well, sometimes. Usually you just see a teleprinter which brings up goals as they're scored around the league. Every week though, one game is selected as match of the day. If this involves you side you can actually sit and watch an arcade-style representation of the match based on Wembley International Soccer. You can if you wish take direct control of your team here or simply sit back and watch the game unfold.

The manual bills the game as the first 'role-playing soccer management game' and you can see why. Instead of concentrating on lists of stats the various touches add a personal element. Letters from young supporters asking to meet the team, phone calls from players with queries about strategy, the game actually involves you in everyday life rather than just letting you buy, sell and pick the team. This makes it quite unique and a real pleasure to play. Add to this the fact that this (to the best of my knowledge) is the only management game game of its type on the CD32 and you've got a game no footy fan should be without. Obviously if you have no interest in football then you'll be bored to tears but fans will lap it up. ■ MG



WHO'S WHO

DIVISION 4

Newton Wells
Oldcastle
Woodley Town
Barrowdale
Hornhaven
Cardington
Darlington
Folkford United

MANAGER

There's few names to toy with. Who can fail to be moved by the very mention of such footballing giants. WoodleyTown, Barrowdale, they certainly conjure up images of glorious European nights and a host of domestic achievements. Ahem!

3.01
D1 BROCKLEY R. O LANFIELD U. 1
D4 OLDCASTLE O CARDINGTON 1

3.04
D2 HUNTFORD T. O PORTH CITY 1
D4 DARLINGHAM O HORNHAVEN 1

The teleprinter flashes up details of all the goals as they're scored around the various divisions. When your own match is involved you get see the cheering supporters before being given the bad news.



Oh no — Nick Moody down with a nasty looking knock. Let's hope it's not too serious or we could be faced with a nasty selection problem for next week's big relegation clash!

When Saturday comes...

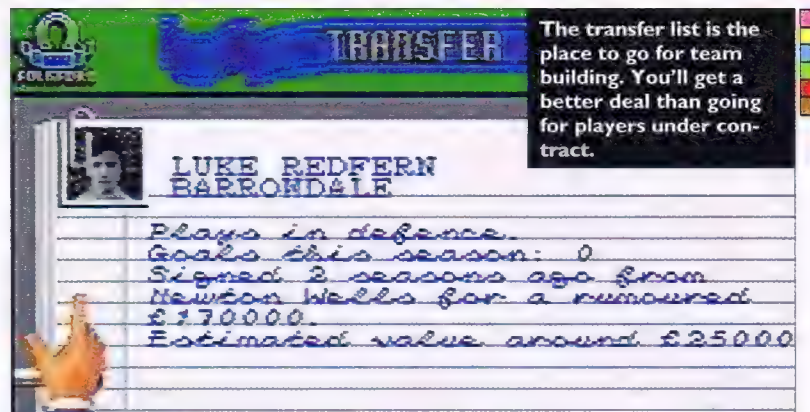
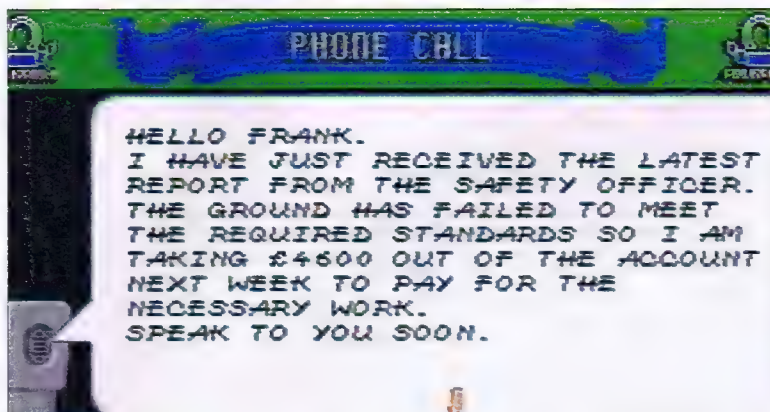
On the match day you can click on this folder to get the team sorted out. First pick the formation (see opposite) then select the players taking note of the trainer's notes. Finally it's out onto the pitch to let in yet another soft goal. Typical!



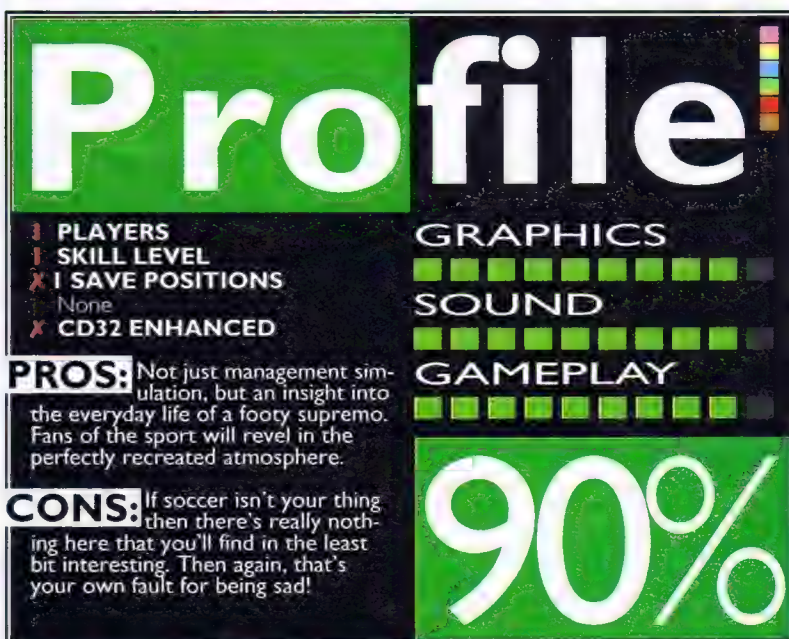
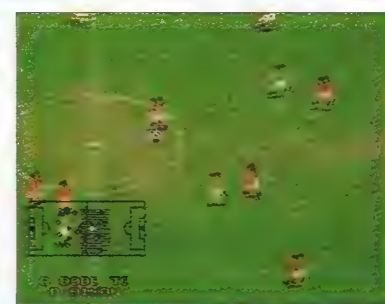
LEO DUNN
GOALS : 0

Best in defence or midfield.
Has been playing badly.





"Super League Manager is set to fill a gap, with a full management sim appearing for the first time on the CD32"



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Reading inferior magazines could sap your soul



CD review

SuperLoopz - the name immediately conjures up images of death-defying stunts and crazy racing, but this couldn't be further from the truth. Audiogenic's latest release is, in fact, a strange, but ultimately satisfying puzzle game. For those who had the privilege of playing *Pipemania*, it will appear pretty familiar, but for the rest, well, you'll just have to read on



Personally I never got to play *Pipemania* myself, but I saw it and it's resemblance to *Superloopz* is unquestionable. However, although they appear the same and both in a similar vein, the objectives remain completely different.

In *Pipemania*, the idea was sort of like fixing a broken sewer (not very nice to think about, but it was good fun and was very well received by reviewers). Basically the gamer had to position randomly selected pieces of pipe, in an attempt to connect two points, through which some gunge could flow. This may sound easy, but when the gunge started to flow, it became a race against the clock as you tried to finish the pipe before it all leaked out. As well as this, the pieces of pipe came in all sorts of shapes and sizes, rendering it very difficult to connect the two points.

Superloopz uses the same sort of randomly selected pipes, but instead of trying to get from A to B, the pipes have to be connected to make loops, hence the name. Sound simple? Well it ain't!

This is the innocent looking start to all the mayhem. Position the first piece wisely as this can often structure the whole pattern to follow. Actually, you can put it anywhere you like, but it made it sound a bit more interesting, didn't it?



When you first load up *Superloopz* there's a number of different types of game you can play. Choose from arcade, standard, challenge, or if you're feeling exceptionally daring and clever, the puzzle game. Each provides a different challenge, although they basically revolve around the same idea.

The playing area for any of the games you choose is a grid made up of many squares. It's in these squares that the tiles, or pieces of pipe, must be placed and fitted together to make loops. Once a loop is completed it will disappear, giving you more space to make more loops and so on.

When you place a piece of pipe another one appears immediately. As soon as it appears a bar at the top of the screen starts to go down; this is the time you have to place the tile. If you don't place it in time, or there's no room on the grid, you lose a life.

In the arcade game, the aim is simply to get through all the levels. To progress you must make a number of loops and earn a certain number of points. The bigger a loop the more points you get, but the harder it is to complete. So, if you try to be too clever, you can end up running out of space and losing all your lives.

One benefit of trying to



This is the challenge game, it all looks menacing and macho, but it's quite tame really.

make a big loop though, is the testing and teasing bonus levels. These provide an interesting and thought provoking break in the action and add a dose of much needed variety.

They basically involve trying to reassemble a loop that's been broken up. The tiles are all there, but the player must figure out where they have to go at the same time as watching the clock. In the standard game the simple idea is to earn as many points as you can. This is done by making as many 'loopz' as possible. As with the arcade game, the bigger the loopz the more points you get. The tricky part comes when the time you have to place the tiles starts to get shorter and shorter.

As you'd expect, though, the head-to-head challenge is probably the best way to play *Superloopz*. Using a split screen you can take on a friend. This is much the same as the standard game, but the first to lose all three lives loses the game.

The standard, arcade and challenge games are all very similar, but for an interesting change there's the puzzle grid. This game involves reassembling tiles to produce a loop

Super Loopz



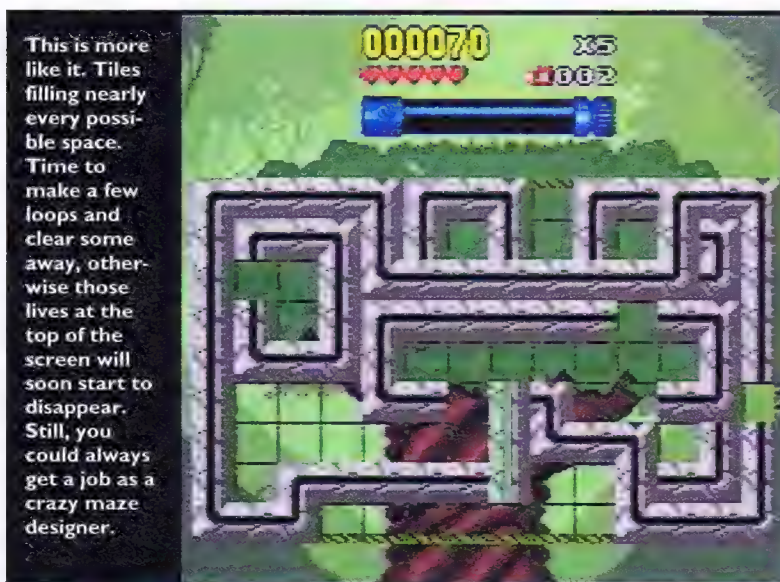
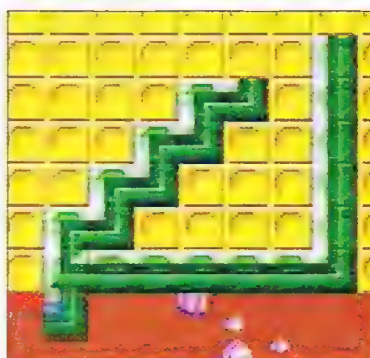
■ PUBLISHER : Audiogenic ■ PRICE : £TBA
■ DEVELOPER : In-house ■ OUT : Now



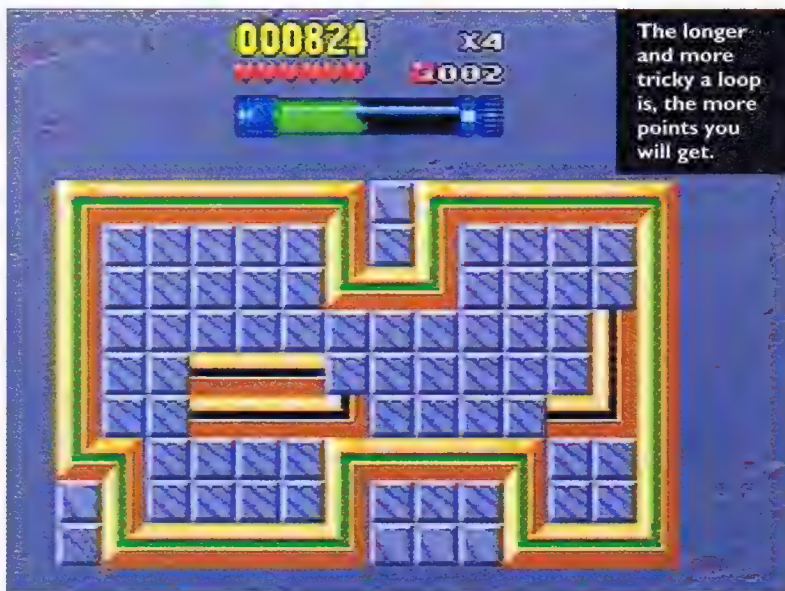
that you're shown at the beginning. This is basically the same as the bonus levels on the arcade game and if you want to practice, this gives you an excellent opportunity.

Superloopz is a very simple and basic game that is thankfully saved from disaster by some nice features. The puzzle game and bonus levels provide some much needed variety and the two player mode allows for some exciting and challenging contests. The game also has a great long-term challenge, in the sense that there's literally hundreds of levels. Thankfully you don't have to finish them all in one sitting as there's a password facility included.

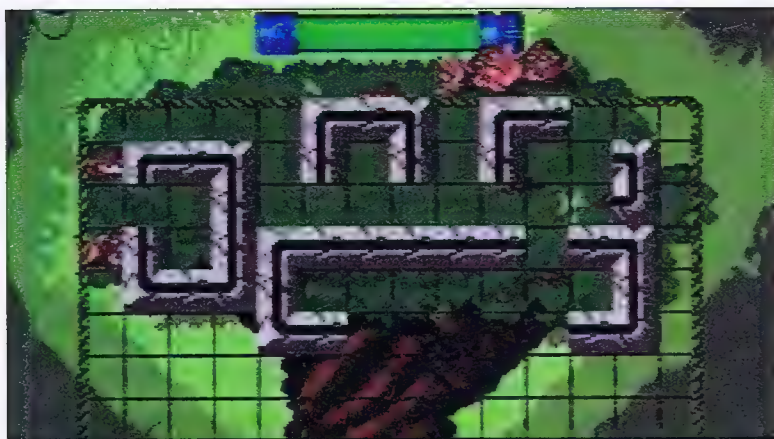
On the whole it's simplistic in concept, but makes up for the lack in variety with compelling and addictive gameplay. Tetris proved that simple games are not necessarily bad ones and Superloopz adequately reiterates this. It's not a classic, but for sheer playability and brain-teasing challenge, it's worth adding to your collection. ■ JE



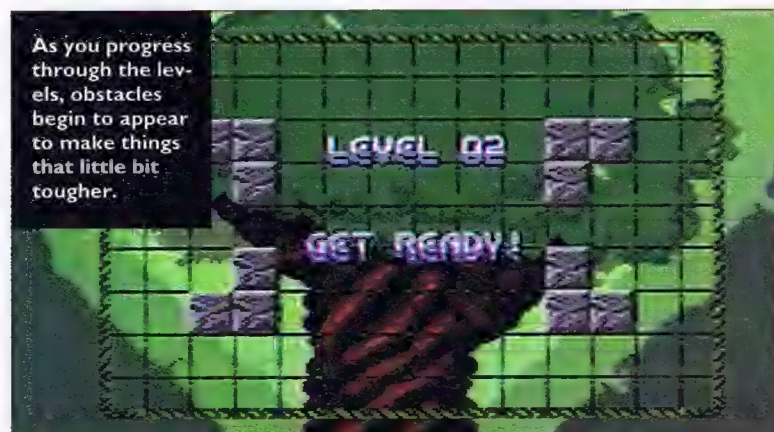
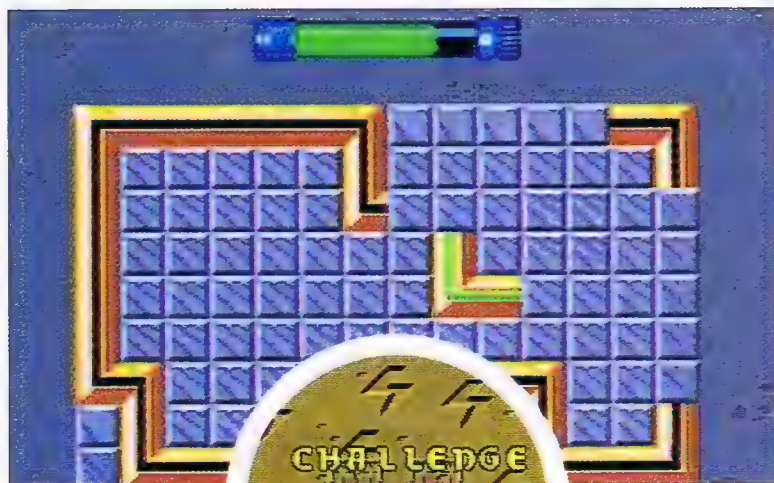
This is more like it. Tiles filling nearly every possible space. Time to make a few loops and clear some away, otherwise those lives at the top of the screen will soon start to disappear. Still, you could always get a job as a crazy maze designer.



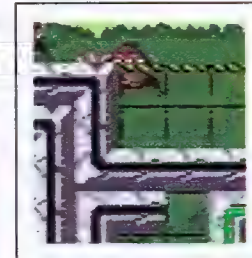
The longer and more tricky a loop is, the more points you will get.



The monkeys at the top of the screen spring into life whenever you complete a loop. Apart from looking quite comical, they provide a rough idea of how big the loop was and the points you got for it.



As you progress through the levels, obstacles begin to appear to make things that little bit tougher.



"It's simplistic in concept, but makes up for the lack in variety with compelling and addictive gameplay."



The puzzle game returns to haunt you. Believe it or not this is supposed to resemble a nice pretty pattern, unfortunately something seems to have gone wrong somewhere along the line! I thought you were supposed to be good at these games Miles!

Profile

- 2 PLAYERS
- 1 SKILL LEVEL
- X 1 SAVE POSITIONS
- None
- X CD32 ENHANCED

PROS: The simplest ideas are often the best. Like Tetris, it's easy to get into, and impossible to put down. The hours just seem to sail by. The two-player mode is excellent as well.

CONS: Perhaps lacking in variety. If you don't tend to go for puzzle games, then you could get bored pretty quickly. Certainly not one for shoot-'em-up junkies.

GRAPHICS
SOUND
GAMEPLAY

82%

CD32

G A M E R

PLAYING TIPS

Back by popular demand this month are those cheeky, chirpy tipettes of the mini variety. As Issue 9's reader surveys have started to filter back into the office it's become blatantly apparent that the continued absence of these nifty little nuggets from our pages would lead to growing disgruntlement amongst you, the readership. Don't worry though, solution fans. There's a players guide to *Flink* as well as the first installment of our own solution to *Dragonstone* - a saga to be concluded next issue. Good eh!

CD32 TIPS INDEX



46 **FLINK**
player's guide
With flowing
locks of gold (and
a harrowing pal-
lor), adventuring
we will go!



48 **DRAGON**
STONE tips
Behold the first
part of our in-
depth guide to
Core's
Zelderama!



53 **MINI**
tips
They're back, and
they're smaller
than ever.
Game-busters
take note.



Okay, all you lovely people out there, we've decided to give you a helping hand with one of Team 17's latest releases, *King Pin*. Before you all moan and groan that bowling's a load of old rubbish, go down to the shop, get the game and see how much fun it is for yourself. Team 17 are the masters of fun and playable games and in *King Pin* they've proved it in style.

Bowling may be a saddy sport, but Team 17 could make a great game out of netball if they wanted to, so don't judge it until you've tried it. If you've taken our advice then you're in for a lorra laughs (I hate that word) especially if you can get some mates round, get some bevvies in and get out as much popcorn as soon as poss. Before you do this though, we're going to give you a few tips that will, hopefully, give you an edge and make you look really good in front of your friends (and any ladies that might be present!)

KingPin

PUBLISHER : Team 17 PRICE : £ TBA
DEVELOPER : In-house OUT : April

LANE CONDITIONS

KING PIN LANE REPORT: LANE 17

After practice, the lane is playing *Slow*
and *Hooking Slightly to the Right*.

The lane is waxed as *Normal*. Spin as usual.

One of the first things to note when you start the game is the lane conditions. Before you start to bowl you'll be told how the lane is playing and the effect it will have. Amateurs will flick past this without a second thought, but it's important to take note of these, as it will have quite an effect on how you play.

The lanes can alter the performance of the ball quite radically. Some, for instance, may swing the ball to the right, others to the left and if you're really lucky, it might play straight. The lane report will tell you which direction it is moving the ball, but it doesn't tell you how much. On your first couple of goes note how much the ball is veering off course and alter things accordingly. To compensate



These screens will help you see which pins are still standing and the best way to get them down. The arrow indicates where you want to aim for.

any movement the lane might be causing you can either change your aim, or add a bit of after spin to the ball (there's a few tips on this later).

Another point listed in the lane report is how heavily or lightly waxed the lane is. If there's a lot of wax on the surface, then the ball will not spin so much. If there's hardly any wax the ball will obviously spin quite a lot. The important thing to remember though, is that the amount of wax changes as the game progresses. As more and more balls are hurtled down the alley, the wax wears off, meaning the ball will spin more and more the further you get into a game.

TYPES OF BALLS

You've probably all been to a bowling alley, looked at all the balls and wondered why the hell there's so many different types. I used to just think they were different colours for the fashion conscious who didn't want to use a blue ball with a red dress, but apparently, they're actually different weights. Each weight performs in different ways, some spin well, others are fast, and some are just so heavy they bulldoze through all the pins. To give you a rough idea of which ball does what, here's a little list:

Orange, 8lb, good for spinning and good speed, but easily deflected. Best for those tricky splits and when you're after only one pin.

Green, 10lb, good for spinning, average speed and average deflection. Good for little clumps of pins.

Blue, 12lb, average speed, just above average spin and not easily deflected. Good for all round use.

Purple, 14lb, a bit sluggish speedwise and bad for spinning, but can blaze a path through most pins. Good for blasting away clumps of pins, or on your first throw.

Grey, 16lb, the big 'un, slow and bad for spinning, but once this one gets rolling, nothing's going to stop it. Bye, bye pins!

As with real bowling, the game is all about using each one at the appropriate time and also finding out which is most suitable to you. If you're aim is bad, you may want to

choose a light ball, so if you send it off in direction of the gutter you can put on some spin and turn it into a good



There's five different types of ball. Learning to use each to your advantage is a must.



Learning how to use deflection is also important, especially for split pins. Generally, if the ball is deflected off

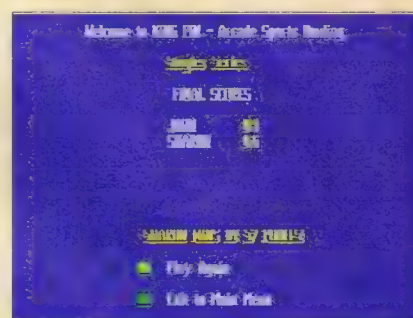
GENERAL



Talking of throwing the ball, even if you do end up aiming it straight at the gutter, don't give up on it. If you see it veering down one of the sides slap some spin on, by



The final point I'd like to mention is that my video, titled 'How to play King Pin in ten easy steps', is out now and available from any good retailer. Or if you're not really sad, you could just go and figure it out for yourself! Have fun!



	1	2	3	4	5	6	7	8	9	10	HDP
JOHN	X	61	9-9	7	7	8	4	63	63	82	
	7	24	33	51	61	62	66	62	76	83	136
											TOT
									136	136	

We're not ones to brag at CD32 Gamer, but feast your eyes on this. Two strikes, four spares and an overall total of 136 - not bad, eh? I thought so as well, until Miles went and got 163! Bleedin' cheat!

We only reviewed this fine platform adventure two issues ago, but Purbrook's Andrew Brice has wasted no time in putting together this detailed players guide. A big round of applause if you please!



Flink

Part I

SPELLS AND INGREDIENTS

First up, here's a list of spells and ingredients :-

SPELL

Quickgrow
Spirit bomb
Lightning bolts
Dust devil
Demon
Shrink
Shield
Ghost
Platform

First

Leaf
Feather
Diamond Ring
Leaf
Gold Ring
Mirror
Diamond ring
Skull
Feather

Second

Feather
Gold Ring
Feather
Silver Ring
Mirror
Necklace
Tear
Tooth
Tiger Eye

Third

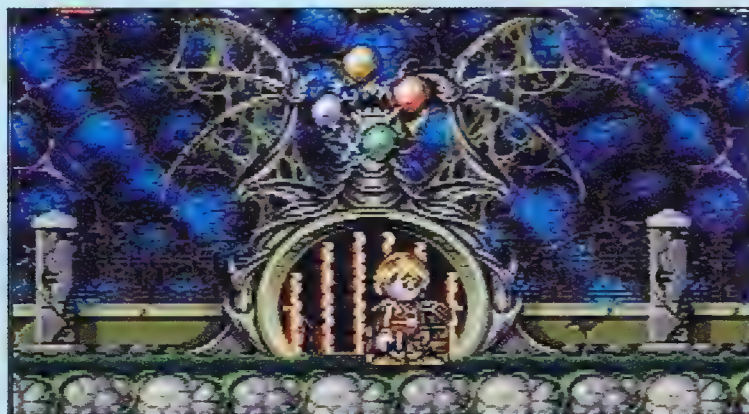
Silver Ring
Leaf
Diamond Ring
Feather
Necklace
Amulet
Gold Ring
Magic Root
Feather



PUBLISHER: Psygnosis PRICE: £29.99
DEVELOPER: In-house OUT: Now

TIPS

- 1 Don't rush through the levels; there's no time limit.
- 2 If you miss a baddie, go back and kill him. Believe me, you'll need the energy!
- 3 It's much easier to kill baddies with a chest or boulder as only one hit is required. This is much safer against those who carry ingredients or health.



4 After completing a level you can return later. This is very handy for stocking up on lives and health before you tackle the guardians.

5 On the first level there are three lives up for grabs.

Life 1 — Instead of bouncing on the springy leaf, walk through the tree and jump onto the platform. Jump quickly off before it falls away and a chest will appear bearing what you seek.

Life 2 — After the springy leaf, on the second part of the level, walk on until you see a chest appear on a high platform. Collect it by jumping on an enemy's head and up onto the platform — easy!

Life 3 — When you get to the stalk, jump up the first two leaves then jump to the left. Another leaf will magically appear. Jump left again to grab that third life.

6 Always attempt to knock the helicopter pilots off with the little creatures and grab the machines before they fly off. They often allow you to reach otherwise unobtainable lives and health.



GUARDIANS

Banish those big-boss-blues with Andrew's guide to Flink's five fatties.

1 HAIRY GUY ON STILTS

Avoid prongs. When the monster jumps, move underneath him and walk with him, picking up the boulder when possible. At the bridge he suddenly turns so watch out. When he leaps again, run (or jump because it's quicker when carrying something) towards the platforms. Climb to the top and throw the boulder at his head. Killed after five hits.

2 THREE MEN IN WALKING MACHINE

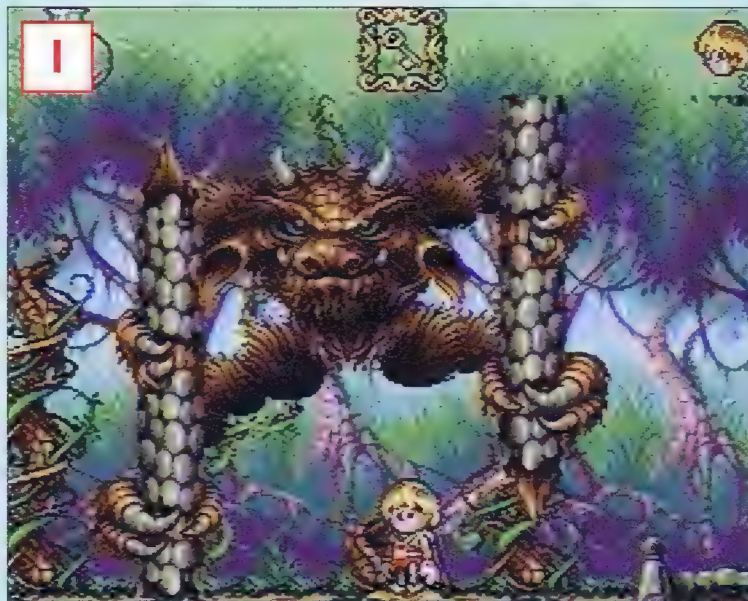
This is easy too, however, boulders sometimes fall from the centre of the contraption. Walk to the right of the screen and pick up a boulder. Bounce on the springs and throw the rock at the little men. Killed after four hits.

3 APE

After he's finished jumping about, apples will fall from the trees above. Move into the gap, wait for the apples to fall then pick up the red one. Throw it at the ape, jump over it when it bounces off him and repeat the process. Killed after five hits.

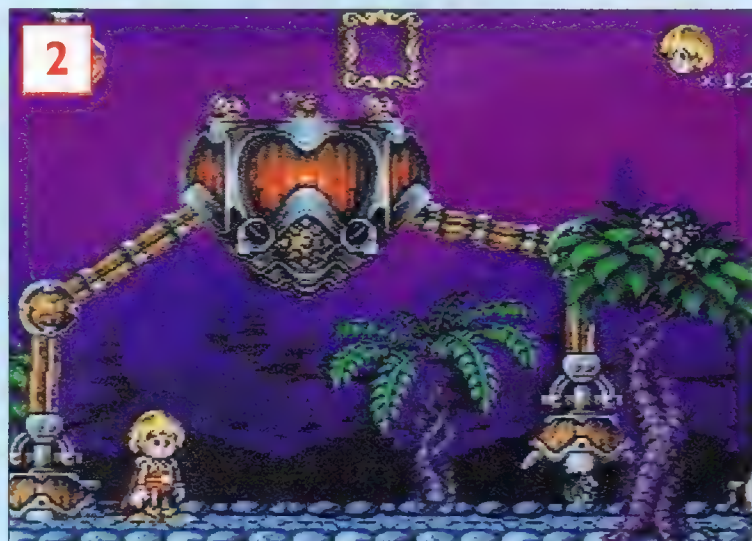
4 SPIRIT

Leap over his shots and avoid his hands when he claps. When the smoke clouds appear stand on them until they're above him then jump off onto his head. Killed after five hits.



5 WAINWRIGHT

Stand quite close to the cloaked figure and jump or duck under the fireballs. After a few he will stop. This is your chance! Jump on the wizard. Repeat the process until he turns into a dragon and bounce on the creatures. These, like those thrown by the helicopter pilots, should be picked up and chucked at the head of the beast. Killed after thirteen hits.



These SNES style RPGs are becoming more and more popular of late. Last month we reviewed the excellent *Dragonstone* and this issue we present a full solution to the first five levels. Expect a conclusion next time.

DragonStone

5 Level Solution

LEVEL ONE



Make your way to the stone circle. Travel to the right, killing any baddies until you get to the river. Follow it along — you should now see a plant hiding behind a hedge. Kill the plant. The plant seems to have left a few leaves. You'd better pick them up! Walk to the left for as long as possible, then go through the gap at the top of the screen and into that nice-looking cottage. Talk to the old lady. Give her the leaves and she will give you a bowl of broth and a scroll.

Go back to the stone circle. Stand in the mud patch and read the language of the earth (use the scroll). Walk down until you are level with the big green monster then turn to your right. Now hold down the button for a few seconds, flame that nasty green blob and get ready to hack him with your sword. You'll see that he's dropped



PUBLISHER : Core PRICE : £ TBA
DEVELOPER : In-house OUT : Now

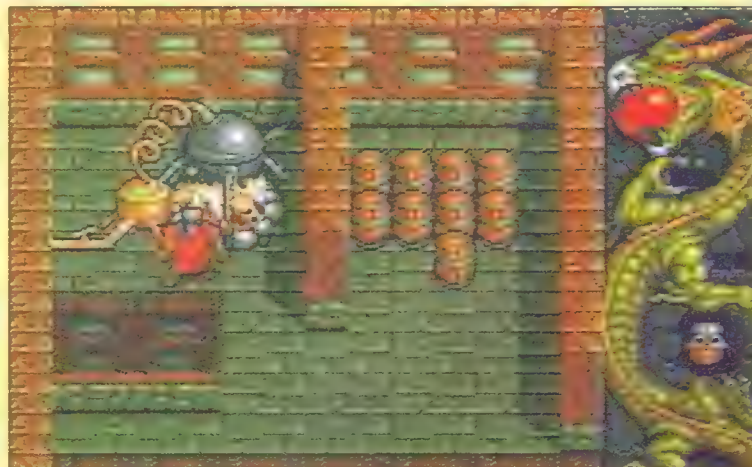
some money, so make sure that you pick it up.

Keep going down for as long as possible, collecting everything that is dropped by the monsters until you reach the bridge. Talk to the old guy and pay the toll (if you don't you can't get across the bridge). Go up and right until you get to the green monster. Kill him and look for the hidden entrance at the bottom of the screen. After collecting the food, continue on your journey upwards. Walk to the left until you get to the two stone circles and the green monsters.

Go up and to the right until you get to the small lake guarded by a few plants, and look for a hidden entrance at the bottom of the screen. Walk into the stone circle and use the scroll again. Walk across the path which you created and search for the broken bit of stone, then make your way back to the broken stone circle and use the stone then the scroll. Search for the bundle of sticks and return to the stone circle and use the scroll again.

Go to the small lake and travel upwards. Once you get to the broken bridge use the sticks and cross the river. Walk up and to the right to the edge of the screen. Now just follow the path until you get to the big spider and follow the directions given by the old guy on the bridge to kill it. Use the stone circle which the spider was guarding, and write down your code.

LEVEL TWO



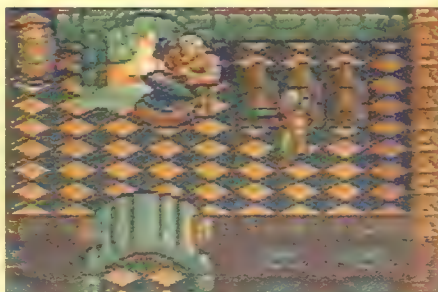
T

o start with you have to get to the local pub (to do this you have to run up and to the left). Talk to the barman and accept his offer of a free drink. Buy drinks until you collapse (this will give you one extra life and full health). Talk to the guy with the red top and accept his offer of a drink. As soon as you leave the pub walk down and find Heddy, talk to him then examine the body. Go to the house furthest to the right and unlock the door.

Return to the pub and talk to the guy at the bar. Walk out and travel to the house to the east of the village. Go in and give the woodman the broth. He will then thank you and promptly fall asleep. Go into the shop (building to the right of the pub). Talk to the shop assistant and buy a bucket (if you need more health, get some food as well). Go back to the woodman's house and walk round the back. Talk to him again and he will get out of your way. Walk up and take the second left. Go into the house and talk to the old guy named Olaf. Carry on to the right and go into the building.

Talk to the blacksmith and get the bucket fixed and your blade knocked into shape. Go back to Heddy's house and fill your bucket in the river. Walk into the house and put out the flames. Walk through the fireplace, find the house and knock on the door. Walk in and talk to the guy next to the bookshelf. Return through the fireplace then to the two stones next to the river. Use the scroll and cross the river, taking the low path and following it round to the large building. Walk in and talk to Nina, then return to the woodcutter's house.

Walk downwards and through the gap in the hedge, talk to the woodcutter again and go to the upper house. Talk to the girl on the bed and take her message to Olaf. Take Olaf's message back to the girl and return the book to Nina. Buy all her potions then get back to the bar. Go down into the basement and tip the poison into the machine. Talk to the bar steward again, then get back to Olaf. Write down your code and progress to the next level.



LEVEL THREE



W

alk to the left, fill the bucket at the waterfall then use the door. Push the third stone then go down to the puddle and use the scroll. Walk to the right and go through the door. Now go to the left and push the stone from the left. Empty the flame by the post on the opposite side of the gap. A bridge will then extend across the gap; cross slowly because there is a rock monster waiting for you, then go to the right, find the hole and fill it with water. Use the scroll to transport you to the crystal box.

Collect the crystal box and return to the puddle. Use the scroll and walk over to the two stone pillars. Use the crystal box and climb the stairs. Walk up until you are just below the first pillar and run to the left. Knock down the stone furthest from you, run round it, collect the crystal box then walk out the door. Knock the stone



out of the way and start to make your way to the left. Take the lower route first, collect the crystal box then take the route with the bridge.

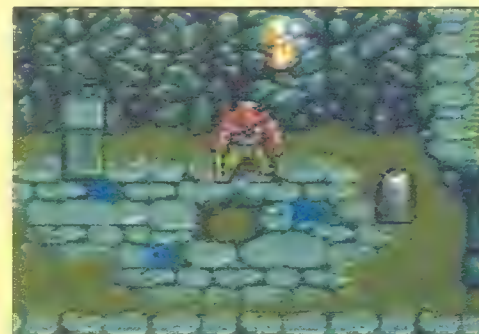
Walk up to the top of the screen, use the crystal boxes and climb the steps. Walk towards the left and fill the bucket as you pass the waterfall. Continue until you reach the stone circle then use your scroll. Go to the left, get rid of the stone blocking the door and go through the door. Walk onto the stone patch and use the rope. First go to the top of the screen and then run to the left and head through the door. Roll away the first stone cylinder and the second one, then walk up until someone shouts for help.

Once they have finished talking, use the rope and keep going down as far as you can until you collect the crystal box. Once you have collected the box, return to the two pillars which the miner mentioned, and use the crystal boxes. Run up the steps, around to the right then through the door. Walk up to the first of the holes and use your scroll. Walk to the right until you get past the bridge, then go left to collect the crystal box. Now go to the right then up and round to the right to collect the second crystal box. Go through the door at the top of the screen. Make your way to the stone pillars at the top right of the area and use the crystal boxes.



Climb the stairs then go to the hole at the top of the area and empty your bucket. Now use your scroll and collect the crystal box and head left. one you reach the three stone cylinders knock the third one away and walk through the door. run to right then up and use the crystal boxes again. walk until you find the small passage going straight up and through the door. Talk to the winged creature. Go back to the main path and continue left. then go through the door. Climb the stairs then go through the door nearby. Go all the way to the right then use the stone circle below you. Collect the crystal box then go up until you find the door.

Go through the door and head right once you get to the door leave the cave. Use the stairs then drop down the hole in the floor. Collect the crystal box then use your rope. Now go back to the stone pillars near the stone circle and use the crystal boxes. Go up the steps and once you are between the stone use the scroll. Walk onto the island and use the scroll again. Return to the winged creature. Use the balloon and write down you code.



LEVEL FOUR



Talk to the old man three times, and he will give you a sword and tell you that you told him to wait. Go to the second to last door of the house on the left, talk to old guy near the bar then go down to the basement, nick a barrel and go to the fish shop with it. Talk to the woman and do as she says. Go to the right of the basement and collect the object hidden by the wall. Talk to the bartender and accept his offer. Go upstairs and rip the floor boards out of the room next door. Talk to the guy fishing and swap your bucket for a fish. Now go to the boat builders and get him to build a raft for you. Whilst he's out, go and nick all his cash then go to the shop. Return to the jetty and talk to the guy you just ripped off. Go to the statue and use your crowbar, then go back to your raft and use the trident followed by your rope. Now use the balloon as a sail and sail away.



LEVEL FIVE



Walk to the round ball and use your scroll five times, then collect the orb and take it to the talon, use it then leave the level. Write down your password.



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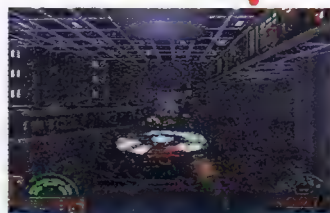
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PGA Tour

With the summer months beckoning, what better way to spend a Sunday afternoon than on the golf course? Better still is Ocean's top hole golfing simulation, and here's our guide to getting the most out of the game. Plus-fours on, caddy kicked into gear, spiky shoes on feet and we're ready to head out to the first hole!

TEE OFF



The first thing to do is to decide whether you're going to play an attacking style increasing the number of birdies you'll get but carrying with it a higher possibility of making a mistake. To play it safe just let the power bar reach 100% and then hit it. You'll get reasonable distance and the consequences won't be too drastic if you hook or slice the shot. Alternatively let the power bar go all the way to the end. The disadvantage is that if you don't hit the ball perfectly cleanly it'll fly wildly off course and probably land you in trouble. This method is best used on three and five par holes. With a three par it gives you the chance of hitting the green from the tee and the possibility of a hole in one. For a five par it should give you the chance to drive for the green from the second the shot. Four pars are best played safe.

Always check out the ariel view when at the tee. If there's a dog leg you can try a number of approaches.

1 Wait until the wind's blowing the appropriate direction and use that to swerve the ball. It does work but the amount of swerve is pretty limited.

2 Use draw and fade to swing the ball.

3 If you're feeling brave you can deliberately hook or slice the shot but pin-point timing is required. The advantage of this method is that you'll usually get more length on the shot.

A very useful technique to hit monster shots is to hit slightly across the wind with draw or fade in the appropriate direction. This will swerve the ball in the air and allow the wind to carry it adding valuable yardage to the shot. Experiment to perfect it.

ON THE FAIRWAY

Should you land on the fairway it's time to get your iron out! If you're close but not quite on the green you'll be prompted to chip onto the green for a putt. Braver players however might want to try this. Go to the options and change the shot type from chip to punch. This way you'll hit the ball squarely and send it low onto the green where it can roll rather than bounce giving you far more chance of sinking it. Don't

worry about wind as it doesn't really affect punch shots. What is important to remember is that the ball travels a lot faster than it would if you were chipping it therefore use only about a third of the power you would normally.

IN THE ROUGH

If you've mis-timed your tee shot and find yourself in the rough it can be tempting to ignore and drive for the green regardless. In light rough you can sometime get away with this but if you're in the heavy stuff you far better off using the sand wedge to chip back onto the fairway. You'll probably end up dropping a shot but it's the least costly way out. Never try powerful drives (more than 100%) when in any kind of rough as nine times out of ten you'll hit nothing but turf.

OBSTACLES

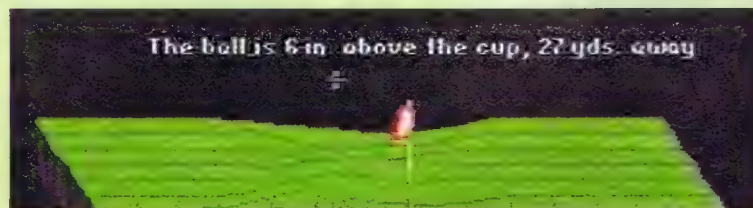
These come in two main forms — bunkers and water hazards. Le Golf Nationale is awash (no pun intended) with lakes so perfect timing is essential to hit the all-too-small areas of grass. If you hit into the water it's normally best to take a drop rather than a rehit.

When in a bunker chip back onto the fairway or green using as much power as you dare. As with rough shots, never go for the big slogs though.



ON THE GREEN

Be sure to check out the lie of the green before taking a putt. Only make slight corrections to compensate for uneven greens as even the worst are only very slight in practice. Take note of the distance above or below the cup, especially with the long shots and adjust the power accordingly. Always give a little more power rather than a little less as the ball could still drop but not if it stops short. When playing a short putt (less than five feet) give it plenty of welly as the ball has a nasty habit of stopping short if you try to be too accurate.



Whoever said big is beautiful? The most requested item in the recent reader survey was for the return of the mini-tips section, and here it is! Get to work and get sending in all your passwords, cheat codes and handy hints.

TOWER ASSAULT

No doubt you've already read our general hints to this corking sci-fi blaster, but if you're still finding it a smidge on the tough side, Mike Bennet of Sheffield has these passwords. NB. these are for the one player mode. Don't include the spaces - these are just for clarity.

FKAS MCEA BDCA AADI	
EEFJ IDAA SDCA AADJ	— 0 lives civilian tower
IPCB LDDD SDCA AACM	— 3 lives military tower
EJBS PDDA FDCA AADC	— 6 lives stores sector
EEFP NDDA MDCA AADB	— 5 lives civilian tower
LACJ IDDD SDCA AADD	— 0 lives security tower
HABL NDDC KDCA AADK	— 5 lives main tower
HCAS KDDC PDCA AADA	— Last three levels

CANNON FODDER

Chase off those blues and give Jools, Jops and Co a considerable advantage. The only problem is that you need a mouse to make the cheat work. Click the 'load' icon then hold down both mouse buttons for a few seconds and release. A screen will appear with a hard-man option and level select. Good eh! Thanks to Steven Brown of Glasgow for that one.



BENEATH A STEEL SKY

Steven Brown's been a busy beaver. Not only has he come up with a nifty Cannon Fodder cheat, he's also compiled this list of pass-codes for Virgin's top-notch adventure.

000 000	— THE BEGINNING
936 842	— THE FURNACE

623 875	— FACTORY
543 961	— I LEVEL DOWN
810 354	— WITH POTTS
692730	— SECURITY BUILDING
180 283	— WITH MRS PIERMONT
986 254	— WITH EDUARDO
280 870	— SUBWAY
178 931	— LINC HIDEOUT
584 439	— THE END

RISE OF THE ROBOTS

Keith McArdle of Hebburn has been bugging away at Mirage's steely beat-'em-up and has come across this handy cheat which allows you to select the Supervisor. Are you sitting comfortably? Then I'll begin

Firstly, play the military droid on training mode and lose. Then set the options as follows:

Difficulty hard
Timer off
Cinematics on
7 bouts
Shadows on
Screen shake on

Select two players and on the handicap screen, push left so the red bar moves about a quarter of the way into player one's side, then back again. Do this about six times until the screen flashes. Now cycle through the opponents and after the sentry droid or before the Cyborg you should find the Supervisor.

Her special moves are :

Mutation — DOWN/TOWARDS/UP
Melt and reform — DOWN/AWAY/UP

ALIEN BREED II

Yes, we know it's that hard! For anyone having a few problems, here's a couple of passwords to help you out.

174 170
266 162

ROADKILL

Use these codes to gain access to all the tracks in the game, and happy maiming!

LQPO NTLL CQ
HQPO OFMT CI
PQPO QPNP CJ
LQPO NUGT NP

.....





mail section



Welcome to another letters page, the part of the mag where you get to mount your high-horses, climb atop soap boxes or just have good old moan. Mind you, things have been a bit calmer this month with quite a lot of interest being shown in the Video CD side of things, hence our hefty feature (see page 18). If you own an FMV cart or are considering buying one, please write and let us know. If there's enough interest we may include a regular feature on CD32 compatible material outside the games sphere. After all, this machine has so much more potential than simply as a games machine, so why not explore that potential and use it to the full. But enough from me — on with your missives...

I come yet again to darken your door with my unjustifiable pessimism! No, not really, but I think you missed the point of one or two of my comments in my last letter (issue 3), namely the underhanded piracy of CD32 games.

You seemed a little confused over A1200 piracy. What I was getting at is the way pirates are ripping CD32 games off the CD's transferring them onto disk and pushing them to A1200 owners. My point is that if CD games actually tried to use all the 600mb space on the discs then the prospect of copying them onto a few hundred floppy disks might put off the crackers, and that their detestable successes indicated that features supposedly CD32 — only could in fact be replicated on an A1200 with a floppy drive (here also, programmers are being unfair to A1200 owners — their machines being able to do the stuff the CD32 can do, but being fobbed off with AGA graphics, but no FMV intros). I was amazed to hear that A1200's can perform the supposedly CD-dependant, fancily named 'CD Spooled', Full Motion Video SG intros, such as the one on Pirates Gold. In fact, the only thing that A1200 pirates cannot do is play the CD soundtrack.

Another silver lining to the CD32 arena is also threatened by too much black cloud, with the release of UFO. Now I hear the pirates have become 'dedicated to the format', and are producing pirate CD copies of this excellent game, for about two quid! I have just ordered UFO for twenty quid and offer up my middle digit for any passing copiers to seat themselves upon and spin, but those of you less financially or morally sound beware. I have seen plenty of grief come from bug-ridden or incomplete pirate rip-offs and as this illegal copy was most likely pressed before UFO's release, it has to be a mish-mash of A1200 version and CD files. I have seen the results of such a mixture and believe me it's horrific. No less terrifying is the mess left by a large chunk of wood with various nails in the end, which I reserve for any perpetrators! You have been warned.

Returning for a moment to my first argument — if it is going to take time to get some really great games out on the CD32, when will this finally happen? So far, the only games which are

playable and take advantage of the CD32's capabilities number about three! One whole year since its launch and still only three! Unless some more games come out soon (and I mean SOON!), before next year's battle is joined by more 64 and 32-bit entrants, we may see trouble. You may say, as before, that my unrealistic demands are a result of blindness, that the future is just around the corner, but in my eyes, a machine whose software line-up has a ratio of about fifty straight ports to only ten worthwhile games is in the s@&t, no matter how good its capabilities are.

Amen! Yours perhaps-I-should-send-a-petition-to-the-PM-ily

Stephen Passey, Tonbridge

That old chestnut piracy again, eh! You speak much truth. It may seem attractive to get a pirated game for a fraction of the price a legal copy would set you back but you never know quite what you're getting. Pirates don't offer warranties or anything like that. 20 smackers for an original game has got to be better value than two quid down the lavvy in anyone's book. No matter what steps are taken it's unlikely that piracy will ever be fully eradicated. The best weapon is to educate people. Not only are they breaking the law by obtaining illegal versions of games, but they're more than likely not even going to get much enjoyment from them. They are, as you say, usually bugged and rarely do justice to the originals.

On the subject of software, I appreciate what you're saying about CD-specific titles, or rather the lack of them, but why do you write as if they are the only ones worth playing; and I quote '... a ration of 50 straight ports to only ten worthwhile games.' Just because a game happens to run on a lower grade machine doesn't necessarily mean to say that it's a load of cobblers.

And by the same token a CD-only title isn't necessarily worth the disc it's recorded on. Try and convince me that *Microcosm* is better than *Sensible Soccer*! More specific



titles will come in time, but don't let snobbery cloud your judgement in relation to the huge number of excellent imported titles that are on the market.

Firstly I'd like to state that I do not own a CD32 console. I buy your magazine because I have an Amiga with 'external' CD ROM, but you are the only magazine to dedicate more than two pages per issue to CD software (pity it's all games though).

My system comprises: A1200, 127 Mb Hard Drive, 4Mb Ram expansion, 40 Mhz Accelerator and Zappo/Archos CD ROM drive. I finally decided to take the plunge and buy a CD ROM after the much touted CD32 compatible Zappo made it to my local computer store, and your 'Zappo update' in issue six listed all the (current) CD software that was fully usable. Unfortunately, I do have a number of problems, the most significant could easily be rectified by your magazine stating any problems with the Zappo on certain configurations. For instance, after your review of *Subwar 2050*, I rushed out and bought the CD, (the FMV sequences were admittedly short, but did add that little something to the game) only to find that the pilots would not save, even though the non-volatile RAM of the CD32 is emulated to save on to the Hard drive. I contacted Microprose who bluntly did not support anything except a CD32. No joy with Archos/ZCL either, because I was not a company no-one would help, but they did give me the number of Indi Direct. They would not help either because I did not buy the drive direct from them. Surely this is not good enough — the drive is genuine regardless of where it was bought.

I have since exchanged *Subwar* for the floppy version (which costs more and has no FMV sequences at all). Other problem games include *Wing Commander* (unless all the graphics are supposed to be bright yellow, purple, black, grey and/or missing entirely) and *Bubba 'n Stix* (which works fine until the game ends and then just stops dead after the message 'loading level' - yes you can play the game, provided you rest the machine every time you reach Game over).

Basically I believe your magazine could help in a number of ways, judging by the fact that you are the only magazine available - CD32 support seems a little thin on the ground — if you supported all the Amiga A1200 external CD owners (and A4000 CD users) you could probably double your readership (how about a title change to Amiga CD ROM?). Would it really be that difficult to try each game on a suitably equipped A1200 and report on any problems encountered in your review. How about having software patches on the cover CD to improve the running of games on third party CD ROM's, if the manufacturer could be convinced to write them, after all if they can sell their product to any Amiga CD ROM owner, they are increasing their possible sales and may also encourage other Amiga own-

ers to upgrade to CD as there would be good support for most software titles. I think something has to be done to help the struggling CD format on the Amiga. To be honest, I believe that without external CD ROM for other Amiga machines the CD32 format will not last long. Aside from games (none of which are really using the CD potential like PC CD-ROM seems to) there are no serious applications. What about a good encyclopedia or collection of scanned artwork like *Microsoft Gallery*?

Please don't let us third party CD owners have bought expensive white-elephants whose only real use will end up being an expensive CD Audio player that, frankly, can't compete with the Hi-Fi in the lounge!!

D Nesbitt, Newport

I must admit there's been quite a lot of interest expressed in seeing more technical related features but unfortunately none of the editorial team are really qualified in such areas. In other words we're a bunch of ignoramuses who are quite happy to play game but have no idea how they work. Therefore any techies who would like to perhaps contribute to a more serious feature, write in to the normal address and we'll see what we can do. If the response is good enough we might even make it a regular thing!

Thanks for another great mag! I have got all your mags so far and I think they are all tremendous, especially the cover CD's. However, on the cover CD from *Gamer 5*, the *Tower Assault* demo was good, but I couldn't figure out how to get passed/through the entrance where it says sector 1 and sector 2. Why is this?

I've got a few other questions I want answered as well.

1) I got my CD32 for Christmas last year. The first game I bought was *Zool*. On level/world 2.2 near the end, there is a keyboard and two villains jumping around shooting. The arrow at the top of the screen on the right points up, but there's no way I can get up. What am I doing wrong?

2) When will *Kick Off 3* be coming out on the CD32?

3) I've heard of a game called *Planet Football*. How come there hasn't been any news of it?

4) I've heard that a cart is coming out for the 3DO which will turn it in to 64 bit. Will there be some kind of expansion like this for the CD32?

5) Also, I forgot to mention at the beginning, on cover disk 5, on *Simon the Sorcerer*, I put the bucket over the old man's head, but I don't know how to rub it like it says on the clue - what am I doing wrong?

Please could you answer all of these questions.

I think your previews are brilliant, better than any other magazine, your reviews are excellent too, but they are just too long. I think the magazine should have at least 100 pages to make

more space for reviews.

I suggest you have these games for demo on one of your future cover disks :

- 1) *Bump 'n Burn*
- 2) *Rise of the Robots*
- 3) *Universe*
- 4) *Kingpin*
- 5) *Skeleton Krew*

plus of course all the PD and shareware stuff. Please keep up the good work

Mike Antoniou, London

The reason you couldn't get any further on the *Tower Assault* demo is because that's all it was — a demo. If you want to see more I suggest you go out and buy the full game. It's well worth it.

1. Hmm, don't know. If any readers know the answer please write in and we'll include it in the mini-tips section.

2. Couldn't say for sure but between you and me it really ain't much cop. You'd be far better off going for *Sensi*.

3. There are no plans as yet for a CD32 version.

4. Again, there's no such add-on planned for the foreseeable future.

5. Mini-tips anyone? Tell you what, we'll try and get a full solution sorted out for the next issue.

There are some very good points and some not so hot points to CD32 *Gamer*; what you do is very well done, but there are some areas that you don't seem to be covering at all.

I think that some sort of problem page is needed, for example I have enclosed (call me Mr Thick!) some genuine questions that I would like answered. I have read your Mail section and noticed that there are a lack of answers to this sort of question. Your player's guides are very good, but how about one on *Liberation*? Your A-Z is very accurate and I never miss a read through there, but again - how about a list of games pending with a few screen shots oh, and more playable demos too.

Well if that's all I can think of, then you can't be doing too much wrong!

Here's my comments/questions :

1. I get stuck on *Tower Assault*, because I can't find a terminal to upgrade, I've finished *Alien Breed II*, which is supposed to be harder! Where can I find an upgrading terminal?

2. Also on *Liberation* I don't seem to get anywhere and end up frustrated and blowing all the people up. I know I'm not the only one, how about a step-by-step guide?

3. *Frontier Elite II* is excellent, I have read the manual and used the tips in it, but even then I find I am limited to travel distance and could use some help there.

The other thing - I would like to see are cheats; there's hundreds on the Mega Drive and SNES, but I haven't seen any for the CD32, ie special power ups, level codes, you know the

sort of stuff I mean! When I play games like *James Pond*, *Zool*, etc, which can take hours to get to the higher levels, you have to start right back at the beginning the next time you play. On the *Lotus Race* games on the Mega Drive, there's a code which gives you the top speed all the time, whereas on the CD32 there's nothing, as far as I know.

Are there any CDTV games for the CD32? I bought one in HMV in Exeter, got it home and found out that it needed a mouse. I took it back and the bloke removed it from the shelf, since then I haven't seen any at all!

Another thing is, if I bought an over-priced (in my opinion anyway) FMV module, are there going to be any games (as opposed to films) which you could play, which incorporate both game play and proper pictures? If there are, I might swallow the two hundred pounds and get one.

Thanks for everything.

Simon Spang

We do our best. At the moment things are a little slow, so a mini-previews section probably wouldn't be worth the bother. We can cover most releases in more depth in the current format.

Right, I'll try to answer your questions:

1. Go north from the start into the civilian complex. There's loads of terminals in there. They're the big computers with three screens.

2. Blimey — can't believe we've not covered *Liberation* in the tips. Someone please send in a player's guide. There might even be a prize in it for the best one!

3. Check out our tips in issue five. Basically your ship's not powerful enough. Either you've got to keep stopping off to refuel although this is a bit laborious. What you really need to do is build up your cash until you can buy a better craft which'll give you more range.

We've re-introduced the mini-tips for all that cheaty kind of stuff but it's you the readers we rely on to send 'em in.

As for the FMV cart, sorry to disappoint you but there's no plans as yet for any games to make direct use of it. At present it simply turns your CD32 into a video CD player but there are a lot of good titles on the way so don't be too down-hearted.

There I was, having all these thoughts about the software industry and thinking I've got no-one to tell them to. Well, there's always me mum but she'd probably slip into a coma — that's what she usually does when I start talking about games. Anyway, then I thought of you lot so I've decided to drop you a line!

I own a CD32. Pretty obvious really, otherwise I wouldn't be reading your mag would I? There's loads of great games around and I try to buy at least one a month, two if I'm flushed, so obviously your reviews help me a lot. What gets

up my nose is the the way loads of your readers seem to write in demanding CD only software as if we should be getting PC CD-ROM style software. Sure there could be a few more games to utilise more of the CD32s potential (the *Tower Assault* intro is brill) but let's face it, basically the the standalone CD32 is an A1200 with CD drive instead of a floppy and no keyboard. It's not a next generation console and people shouldn't expect it to do things it can't. The MPEG unit sounds good but it's pretty expensive for simply turning the CD32 into a glorified video player which can't even record stuff. Maybe if the price was dropped more people would buy them and software publishers might be more inclined to write games with FMV in mind.

Personally I'm quite happy with the games that are coming out already. I bought the machine having already owned an Amiga 500 until it died last year. What I was after was a machine which would play the games I loved but without the hassles of disk swapping etc so the CD32 was the obvious choice and it's provided me with exactly what I want. I know a lot of people knock the lack of RAM and that's a fair point but I've always preferred action games to strategy so it really doesn't affect me. I still think this is the machines one major flaw however and I'm surprised nothing has been done to rectify the problem. Anyway, I've rattled on a bit so now I'm off for my tea. I look forward to the next issue.

Frank Onwere, London

I must admit that some people seem to expect more from the CD32 than is really fair. Granted there's very little software out there which really pushes the machine, and games like *Microcosm* are more of a graphical showcase than a game, but for what it does the CD32 really is the business. Despite it's much touted 32-bit processor, comparisons with the Mega Drive and SNES are fairer than talking about the 3DOs of this world and in that respect it can certainly hold its head up high. None of this £50 a game nonsense yet all the advantages, ease of use etc, of the cart-based consoles is there. The bonus is that if you want to splash out on the various add-ons the machine can become whole lot more than simply a games machine whereas with the other consoles, well, they are what they are!

I don't consider myself one of these doom and gloom characters, but I had to write in to say my bit about all the state of Commodore and the future of us CD32 owners. I know something is in the pipe-line and hopefully the whole mess will be sorted out soon, but will the new Commodore/Amiga company give the CD32 it's full support and backing?

I've got a friend (honest) who bought the Jaguar when it first came out and I know he's well pi@!£d off with the way that's fallen

through. I don't want to see myself in the same situation!

Also I'd like to mention the number of games that are coming out at the moment. I know you give us all the news on any that are due, but the point is, there's not that many. Why is there such a shortage of material for the CD32, when there's quite a few of us and we're all willing to part with our dough if the games are there to buy?

While I'm at it why is it that so few of the games that do come out, really fulfill the potential of the machine. The games that look good, play badly (*Rise of the Robots*) and the games that play well look terrible (I can't think of an example, but you know what I mean). With all the raw, untapped power of the CD32, you would have thought someone could come up with a game that could lift the profile of the console and encourage more companies and people to get involved with it.

Well I've said my piece and it probably all sounds nonsense to you, but I've got it off my chest and feel much better. Before I go I'd just like to say thanks to you guys, for at least giving the CD32 some credibility and us owners a grain of hope that a brighter dawn is just around the corner.

Paul Branski, Stoke

True, the Jag did seem to bomb pretty badly but as we understand it there's a whole new marketing machine getting ready for a big push later in the year with some top titles lined up. The main problem with it is that just as the rest of the industry is moving away from the cartridge systems the Jaguar arrives as the first 64-bit machine and carries a cart slot! As far as I know Atari are planning a CD/cartridge all-in-one Jaguar for release but we'll have to wait and see. Anyway, why am I bleating on about Jaguars?

Now then, you say there's a shortage of CD32 software. If by that you mean we don't carry 20 reviews per issue like perhaps Nintendo mags then yes, there isn't all that much around. However most of what there is pretty reasonable. Certainly we haven't had a bad game in since I took over and I can't imagine you've bought all the games we've reviewed recently.

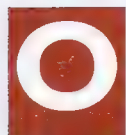
Firstly congratulations on a CD32 only mag. It gives me great pleasure each month to buy your magazine and it reassures me that I haven't made some catastrophic mistake buying a CD32. Onto what I have to say, which is basically that I'm living a life of sin. Well it's not quite as drastic as that, I'm a Man Utd fan you see, and I was wondering if there's any plans for any more footy games to come out on our lovely machines. I know we've got probably one of the best, if not the best, footy sim already, in the form of *Sensible Soccer*, but what about *FIFA* and that lot? In fact we don't really seem to get

that many sports sims at all. Okay there's PGA *European Tour*, but what about American Football, or Ice Hockey and so on. I love my sport and it really annoys me to see all these games out on other consoles, but not the CD32. Are we supposed to be boring old gits, who'd rather watch University challenge than a footy match? Well we ain't!

Nick Price, Bristol

So you're a bit of a footy fan are you? Well why on Earth do you support Manchester United, ha, ha! Seriously what's wrong with the Bristol clubs if that's where you come from? Oh, actually I see what you mean, oh well. There are no plans at the minute to release FIFA on CD, although the Amiga version was fairly well received. Not by all accounts as good as the Mega Drive version and it's certainly no Sensi. Basically, if you own Sensible Soccer you don't need another arcade style footy sim. Mind you Audiogenic's Super League Manager (reviewed this very ish) is a jolly good blast if you fancy a management game. The first of it's type on the CD32. Unfortunately we're never likely to see a conversion of the classic Championship Manager due to the huge amount of data involved in the game, but still, never mind eh!

As for a Man U game, you might just be in luck there. Check out this month's news section for a bit of info to cheer you up.



Okay, I might as well admit it, I wrote the anonymous letter in issue 7. I'm sorry okay! First of all, I would like to give you some advice. You could possibly print the address to a publisher and then the most wanted game (voted by us) could be asked for by an onslaught of letters (also by us). So, if we all stuck two letters at the most in the post box they might consider making the game. This will mean (in theory) that no crap games will come out.

If you do print this then it will be good if everyone who reads this mag co-operates (please)!

By the way, when is *Lost Eden* supposed to be coming out?

Matthew McGarr, Falkirk

By 'most wanted game' I take it you mean games already out on other formats. By all means write to the publishers — their addresses are included in the game packaging. It's a nice idea but your chances are pretty slim. In this day and age the software companies are a law unto themselves. If they're going to release something they'll release it, if they're not it seems no amount of pushing and tantrums will get them to change their minds. It's a shame that certain people have to miss out on top quality titles because they're not released on certain systems but that's just the nature of the beast. I don't like it, you don't like it, but what can we do?

For all the info on *Lost Eden*, have a look at this month's work-in-progress feature. Between you and me (and everybody else reading this page of course) it looks like it'll be a bit of a corker.



After reading your brilliant review of *Theme Park* for the CD32 in your last issue, one question was left hanging on the tip of my tongue. Once you have established your theme park will you actually be able to go on the rides as you can in the PC CD Rom version?

Also, after spending £35 on *Rise of the Robots*, I found it somewhat disappointing. Sure, the graphics are amazing, but each character's moves are limited and play is very slow unless you resort to turning off the cinematic sequences at the beginning of the game. This makes *Rise of the Robots* much less interesting and forced me to toss the poor game to the back of my gaming cupboard. However, I have heard of a cheat which, in two player mode, allows one player to become the supervisor. If you could enlighten me with this cheat, it may make me pull the sad game from the back of my cupboard and watch it spin in my CD32 one more time.

S. Miles, Fife

I agree that *ROTR* was somewhat overrated in our review but that was before my time so I won't be held responsible. In spite of the beautiful graphics it simply doesn't have the depth of play required to make a beat-'em-up really stand out these days. *Mortal Kombat II* suffers similarly despite it's rave reviews on the Super NES. Admittedly there are a lot more moves but they're not easy enough to access. For my money *Street Fighter II* is still the number one fighting game on any system and it just so happens, as revealed in the news section, that the film conversion of *Super SFII* is on it's way to Amiga and CD32 formats to tie in with the release of the film, though whether US Gold will include a six button option to make use of the CD32 pad remains to be seen. If they do it could well be the best of the lot! Failing that, we're still rather looking forward to Gremlin Interactive's *Shadow Fighter* which will hopefully be reviewed in full next month. As for your query about playing as the Supervisor in *Rise of the Robots*, your frustrations are at an end. Simply turn to the mini-tips section and enlightenment will be yours. Now that's what I call service!



First of all I would like to congratulate you on your mag, it's amazing and the cover disks are great as well. I wonder if you could help me out with a few things. I recently purchased *Simon the Sorcerer*, which was a very good game until I got to a part which I could not get past. Please could you help me out as I am losing lots of hair over it and I'm only fifteen.

I was reading Lee Denson's letter in issue eight and his idea of having tips on the cover CD was a great idea and then room taken up in the mag can be used for more reviews.

Here's a few more questions, could you please answer them as I would be very grateful.

1) On the 3DO there's a game called *Burning Rubber*; will this be coming out on the CD32 in the future?

2) PGA *European Tour* is a game made by EA Sports, does this mean more games like FIFA Soccer and Hockey and Basketball games made by EA will be coming out as well?

3) Finally, could you please inform me on any other CD-ROM only game coming out on the CD32?

Please print this letter as all my friends would be surprised if you did.

J. Mason

If anyone out there has completed *Simon the Sorcerer* and feels like putting a solution together we'd be happy to print it. Unfortunately our resident tipster is too knackered to do it at the moment. We really have worked him into the ground of late so he deserves the respite.

Right, I think I feel some numbered answers coming on...

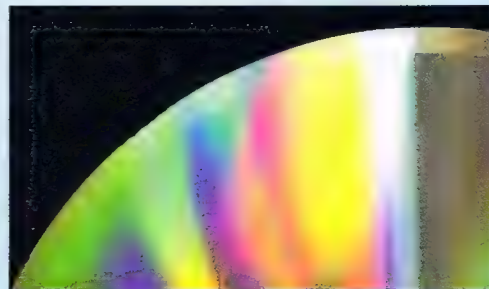
1. Possibly, but we've heard nothing on the subject to date.

2. FIFA has made it to the Amiga but a CD32 version isn't planned at the moment. Nor I'm afraid are the NHL games (those are the hockey titles I assume you mean) which is a real shame as it's a classic series which the CD32 could cope with very well. However *Mutant League Hockey* could be on the way if you like a bit of gruesome violence with your pucking around.

3. Certainly, *Lost Eden*!

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02

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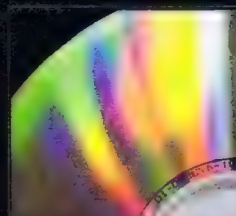
issue 5 Full reviews of Super Stardust, Guardian and Universe. Previews of UFO, BloodNet, Star Crusader, The Big Engine and Baldy. PD column reviewing latest PD compilations. ZCL and Archos Zappo fully reviewed, plus tips featuring Jetstrike. CD includes Tower Assault and Marvin's Marvellous Mission.

issue 7 CD32-enhanced Tower Assault review, plus Beneath the Steel Sky, Roadkill, Fields of Glory, Marvin's Marvellous Adventure, Alien Breed II and Jungle Strike. Previews of Evasive Action, World Cup Golf and more. There's a Universe solution plus Gunship 200 tips. Disk includes Bump and Burn, Beneath a Steel Sky, Kid Chaos...

issue 7 SPECIAL Identical to our regular CD32 Gamer 7, except that, along with all the top game demos detailed left, you also get the complete game of Lamborghini American Challenge from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8 At last! Theme Park arrives! Also reviewed - Pinball Illusions, PGA Euro Tour, Subwar 2050. Preview of Frontier II plus David Braben interview. Tips include Beneath a Steel Sky solution. Cover CD features our most popular cover demos such as Banshee, Body Blows, Chaos Engine and others, also features new Clockwise demo.

issue 9 Skeleton crew blasts onto the CD32 and gets a full review. Also features interview with the programmers of UFO II. Reviewed: Flink, Benefactor and the Dizzy Collection. More Jetstrike and Jungle Strike tips. Cover CD features Emerald Mines, The Big Engine and Akira along with more classic demos.



Disks Only

The following are available as disks only, without the actual magazines, and thus are being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we guv?

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issue 2

Aha! Enter the realms of the Legacy Of Sorasil with our cover-disk from issue three. Other goodies include Lotus Esprit Turbo Challenge, Zool, D/Hero and Nigel Mansell. Lots more PD and shareware too.

issue 3

EEK - the Little Devil found his way onto this month's coverdisk, being one of the best looking games around. Jetstrike, Superfrog, Arcade Pool and a host of other demos, shareware and PD decided to join him too.

issue 4

Rise to the occasion with Rise of the Robots, the main feature of this coverdisk. Bubble and Squeak and a peek at Wembley International Soccer, plus, yes, even more Shareware and PD can be found languishing here too.

issue 6

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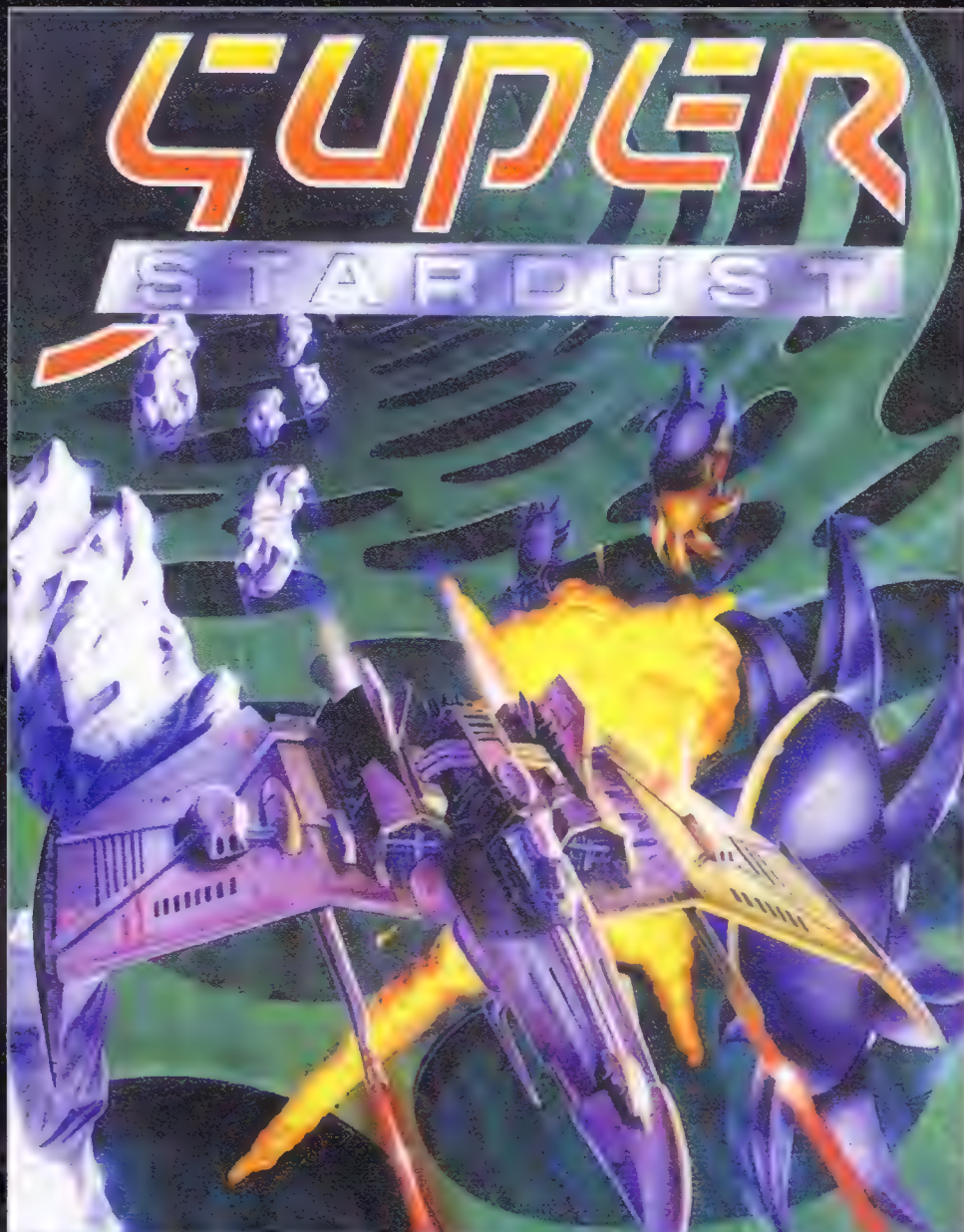
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March Sup

Super Stardust for £19.99

Team 17's now classic *Super Stardust* rates among one of the finest shoot-'em-ups available on this or any other system. While obviously a derivative of classic arcade games, *Super Stardust* has that all important ingredient – playability – to go with the stunning graphics and fine addictive qualities. The Wynne bros were ecstatic over the release, enthusing "In short, *Super Stardust* is probably the most impressive piece of visual trickery the CD32 has yet seen. It may not have the wit or humour of *Lilil Divil*, or the macabre atmosphere of *Dark Seed*, but for arcade-style visuals this is way out in front... For its challenge, truly arcade intensity and stunning visuals, there's no doubt that *Super Stardust* is going to be a really big hit." Ah, never a truer word said, lads. Now's your chance to take advantage of a really special special offer (ah, what wordsmiths we are), so get your chequebooks out and get writing!



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Back by popular demand, you can now pick up *Dark Seed* and a free tips book worth £6.99 for just £24.99. Rated 91% in issue 4 of ACG, we praised it thoroughly. "When so many games are banal clones," wrote Wynne, "this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature video games can be". Right on Stu.

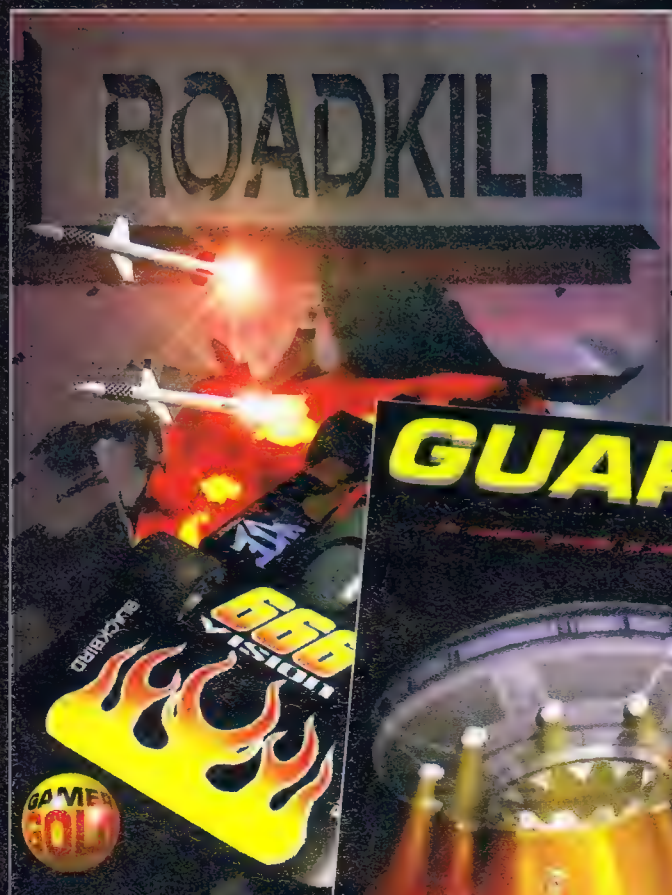
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A B

AKIRA

Neo

Dire Manga tie-in. Graphics could've been lifted from a C64 and the gameplay well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN

Mindscape

Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels.

ACG Rated 78% (Issue 1)

ALIEN BREED

Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2

Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL

Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE

Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BATTLE CHESS

Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS

Mindscape

Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS

Unique

A simplistic and limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY

Virgin

The best point 'n' click adventure on the CD32. Escape from a futuristic metropolis, whilst having enormous fun.

ACG Rated 90% (Issue 7)

BENEFACTOR

Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!).

ACG Rated 85% (Issue 9)

BIG 6

Codemasters

Compilation of simple, jolly adventures for lovable egg hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION

Psygnosis

An imaginatively varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL

Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun, but confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX

Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay is original and entertaining.

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK

Audiogenic

Reasonable if dated platformer. A little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN

Grandslam

A straightforward race game lifted into pole position by masses of power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)

CANNON FODDER

Virgin

A shoot-'em-up with a difference, ie bucket-loads of originality, playability and blood-splattered black humour.

ACG Rated 90% (Issue 2)

CASTLES II

Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN

Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. Obviously rather unoriginal, but fast and furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK

Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II: SON OF CHUCK

Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The Son of Chuck is a great new platform character, with loads to see.

ACG Rated 86% (Issue 2)

CLOCKWISER

Rasputin

Fun puzzle game as you attempt to match patterns on one side of the screen to the other. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

DANGEROUS STREETS

Flair Software

Static, this looks like a big and brash *SFII* clone. But once things get moving animation proves to be dreadful and gameplay uninvolved.

ACG Rated 22% (Issue 1)

DEATH MASK

Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

CDE

DEEP CORE

Ice

Nice intro soundtrack and reasonable in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

D/GENERATION

Mindscape

Crude graphics and subpar sound fail to disguise one of the most atmospheric and all-round fun games that you can get for CD32.

An addictive mix of arcade action and brain-twisting puzzles that's good value for money.

ACG Rated 90% (Issue 1)

D-HERO

Gremlin Graphics

An unoriginal, but still very slick and playable R-Type clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

DARK SEED

Cyberdreams

A slow-paced, but intriguing adventure game made brilliant by some stunning graphics. HR Giger's otherworldly artwork provides perfect atmosphere for a haunting experience.

ACG Rated 90% (Issue 4)

DENNIS

Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS

Millennium

A more sophisticated and tougher variation on the Lemmings arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.

ACG Rated 56% (Issue 1)

DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

DRAGONSTONE

Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

EMERALD MINES

Alamathra

Graphically this is painfully bad but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

F D

F17

Team 17

A nice-looking and very playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks something in depth compared to Mansell.

ACG Rated 73% (Issue 1)

FIELDS OF GLORY

Microprose

The 'Simulation Kings' venture into war-gaming, and attempt to bring this minority genre into the mainstream. Unfortunately, on this occasion they've missed the mark.

ACG Rated 69% (Issue 7)

FIRE & ICE

Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

FIRE FORCE

Ice

A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

FLINK

Psychosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

FLY HARDER

Buzz

A fiddly and overly difficult CD32 version of Thrust. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

FRONTIER: ELITE II

Gametek

A truly monumental game unrivalled in its galaxy-spanning scope. Controls take time to master, but overall this is an unmissable epic.

ACG Rated 95% (Issue 2)

FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and StarWing complimenting a visually stunning game. Play is unrelenting and monotonous -- a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

GLOBAL EFFECT

Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

GUNSHIP 2000

MicroProse

A huge combat simulation which recreates the experience of flying seven helicopters. You can also lead into battle a squadron of copters, looks in-depth and action.

ACG Rated 92% (Issue 2)

H I

HEIMDALL II

Core Design

A splendid graphic adventure with masses of puzzles, brilliant graphics and varied worlds to explore. Gameplay is absorbing, though save points are few and far between.

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS

System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

JK

JAMES POND III: OPERATION STARFISH

Millennium

A slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

JETSTRIKE

Rasputin

A real game-player's delight, packed with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 80 aircraft and 3 save positions. Don't miss it!

ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL

Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around.

ACG Rated 32% (Issue 1)

JUNGLE STRIKE

Ocean

The sequel to Desert Strike isn't as polished as its predecessor, but offers even more of the same addictive isometric blasting mayhem.

ACG Rated 90% (Issue 7)

KID CHAOS

Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

KINGPIN

Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays a lot better than you might expect, especially with a few friends.

ACG Rated 80% (Issue 10)

LABYRINTH OF TIME

Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

LAST NINJA 3

System 3

Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.

ACG Rated 68% (Issue 3)



LEGACY OF SORASIL

Gremlin

An atmospheric conversion of the *HeroQuest* role-playing game with brilliant graphics and sonics. Easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it lacking in depth though.

ACG Rated 84% (Issue 3)

LEMMINGS

Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG Rated 79% (Issue 2)

LIBERATION

Mindscape

A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing story involving gammas and good texture-mapped graphics.

ACG Rated 87% (Issue 1)

LITIL DIVIL

Gremlin

Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C

Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated 37% (Issue 1)

M

MARVINS MARVELOUS ADVENTURE

21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

MEAN ARENAS

Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

MICROCOSM

Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS

Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sens*!

ACG Rated 82% (Issue 10)

MORPH

Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

MYTH

System 3

Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. A genuinely innovative title in software history.

ACG Rated 71% (Issue 3)

NAUGHTY ONES

Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

O

OSCAR

Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

OUT TO LUNCH

Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL

Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*.)

ACG Rated 67% (Issue 1)

PGA EURO TOUR

Ocean

A golf sim par excellence. This faithful re-creation of the Mega Drive classic improves on the original with textured courses and more gameplay options. One not to be missed.

ACG Rated 93% (Issue 8)

PINBALL FANTASIES

21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS

21st Century

This is the only pinball game on any system. It's as simple as that: this is among the cream of CD32 releases. If you've ever had an inkling to play the real thing, buy this now.

ACG Rated 96% (Issue 8)

PINKY

Millennium

Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES

MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

PREMIERE

Core Design

A varied and imaginative platformer flawed by awkward control system. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

Q

QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS

Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS

Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated 90% (Issue 6)

ROADKILL

Grandslam

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go far wrong.

ACG Rated 91% (Issue 7)

ROBOCOD

Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is unconvincing. If golf is your thing though, it's worth checking out.

ACG Rated 68% (Issue 2)

S

SABRE TEAM

Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of *SAS* will love the game's depth but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI

Psygnosis

No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode. Worth a look.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY

Mindscape

A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER

Renegade

Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is a sophisticated and playable soccer sim.

ACG Rated 91% (Issue 1)

SIMON THE SORCEROR

Adventure Soft

The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic soundtrack, this challenging adventure has great graphics and enough puzzles to make this a treasured buy. A great piece of software.

ACG Rated 90% (Issue 4)

SKELETON KREW

Core

Good looking, console-style isometric shoot-'em-up. Gameplay as tough as tough makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER

Ocean

A novel arcade puzzler where you use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

SOCCER KID

Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

STRIKER

Elite

A shallow, dated A500 footie sim. As well as terrible graphics sound, the ball control is poor and the game plays so quickly it's quite impossible to build any tactical play, as the players run round like they're on speed. As bad a football game as you could wish to find.

ACG Rated 43% (Issue 2)

SUB WAR 2050

Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and suss out all the idiosyncrasies but, as with most of their games, doing so is highly rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX

Flair

Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming. The annoying random progression of events caps off a game too bad to think about.

ACG Rated 37% (Issue 2)

SUPERFROG

Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER METHANE BROTHERS

Apache Software

Great two-player action in this slick, noisy Bubble Bobble variant, but lack of variety and passwords means this can pall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY

System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER STARDUST

Team 17

It's basically Asteroids, but the gameplay is tight, powered-up and highly addictive with superlative graphics in the tunnel sections.

ACG Rated 90% (Issue 5)

THE CLUE

Neo

A fun graphic adventure with a nice original theme. Definitely worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS

Interplay

One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles.

ACG Rated 90% (Issue 1)

THEME PARK

Mindscape

The one and only amusement park simulator anywhere in the world. Take Sim City, add a few cartoony sprites, a healthy dose of fun and playability and you're halfway there.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

TOP GEAR 2

Gremlin

The Lotus game engine is reused again. Faster and slicker than before, but the tracks are monotonous, handling uninviting and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE

Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and lousy control system. Graphics are appalling, the sound's dire - a truly awful conversion of a brill game. NEXT!

ACG Rated 45% (Issue 2)

TOWER ASSAULT

Team 17

The follow-up to Alien Breed 2 is everything that game should have been - and more! The best example of its type for ages!

ACG Rated 91% (Issue 7)

TROLLS

Flair Software

A cutesy platformer with 14 different levels. Very similar to, but less colourful than Oscar. Strictly for young 'uns only, despite some innovative graphics.

ACG Rated 67% (Issue 1)

UFO — ENEMY UNKNOWN

Microprose

A rather fine conversion of the PC classic, let down by slow responses and and irksome controls. If you can ignore these factors, therein lurks a challenging treat for gamers who like a bit of action with their strategy.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS

Team 17

A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictiveness. As well as the normal one or two-player modes, there's a superb knockout bout.

ACG Rated 93% (Issue 2)

UNIVERSE

Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VITAL LIGHT

Millenium

Strange hybrid of Space Invaders and Tetris, this is a reaction test of the highest order, but gameplay gets repetitive. 30 quid is on the pricey side for what's on offer.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Despite a wealth of play options and a novel choice of two view options, this falls down on poor joypad responses. Ambitious, but flawed.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE

Flair Software

A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the game.

ACG Rated 80% (Issue 1)

WHIZZ

Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember Head over Heels?

ACG Rated 92% (Issue 10)

WILD CUP SOCCER

Millennium

Sure, it looks gorgeous, but this ultraviolet sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

WING COMMANDER

Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

Z

UW

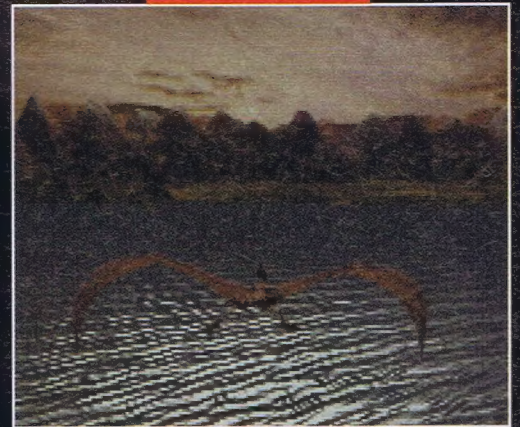
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ISSUE 3

GEX
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